THE

SEGA SATURN™

ENCYCLOPEDIA
vol.02

copy/paste:
DaddaRuleKonge

Sega Saturn
Encyclopedia
vol.02

WHO SAID GAMES ARE SAD?

SWEET CANDY!

★ Cutie Candy Vipers is not so sweet and innocent, eh boys? But that's not a problem with us, she's still a real sweetie! "I just like to work out every now and then, it 'elps me keep 'me body lookin' in shape". Well it certainly does Candy, any chance that I could work it out with you... erm we could play two player eh?

WRITTEN BY 'NAUGHTY' NICK PATERSON

PAGE 3 STUNNA

This is post-modern irony, understand, not sexism. Oh, no.

DaddaRuleKonge

I made this book because I like to have something to do, and I like doing this sort of stuff. Cataloguing and stuff... This book (or PDF) is one in a long line of PDFs I have made since 2012.

This book is a compilation of text and pictures from the internet. Nothing is written by me, and not one picture is mine.
I made this book mostly for myself as a learning tool to get more familiar with the Saturn history and games. I have tried to make the book well presented and easy to look through. But I must warn you that spelling and grammar errors are present.

This book is split into two volumes as it became to large to contain into one PDF file.

If you are happy with the book then please look at some of the web-sites on the “Reference Guide” page. Find a site that you like and give them some spending money. Or give cash to something you believe in. A kickstarter project or something, i don`t know?
If you are annoyed, send an email to me: sennep@hotmail.com
from: Daniel aka DaddaRuleKonge
https://daddarulekonge.itch.io/

NoCopyright © 2018 by DaddaRuleKonge
All rights are NOT reserved. EVERY part of this publication may be reproduced, distributed, or transmitted in any form or by any means, including photocopying, recording, or other electronic or mechanical methods, without the prior written permission of the publisher. I do not own anything in this book. You use part of this publication on your OWN RISK though. As places in this book may have a copyright by the original owner.

CONTENT

Reference Guide 6

Sega Saturn Games

S 10
T 118
U 162
V 170
W 193
X 218
Y 220
Z 224

Software 230

Compilations 236

Lost & Found 242

Unreleased Games 244

Sega Saturn Magazines 280

Saturn Demo Discs 282

Sega Saturn Consoles 296

Accessories

TV connectors 313
Controllers 316
Light-Guns 348
misc. Accessories 354
NetLink Accessories 358
Cartridge Periphials 362
Video CD Card 370
Cheat Cartridge 376

Debugging Stations 380

SGX 384

Saturn Prototypes 385

Emulators 387

Developers 390

Checklist 424

セガ 三四郎 真剣遊戯

10月29日発売予定 価格：4,900円(税抜) ジャンル：バラエティ

SEGASATURNおよび 株式会社セガ・エンタープライゼスの登録です。
SEGASATURN用の周辺機器、ソフトウエアを無断で当社以外で使用を承認しておりません。
©SEGA ENTERPRISES,LTD. 1996 ©セガ三四郎準備会

Reference Guide

These are web sites that I used a lot for pictures/screenshots, reference and much of the information. If I have not used wikipedia on a game description, then I have tried to credit it at the bottom of the text.

I can recommend all of these websites, as they are very informative and/or fun to look through.
If you are the owner of one of these sites and feel that i have done you wrong, then please send me an e-mail and i will make the necessary change to your wish.

Sega Retro

"Welcome to Sega Retro, a project from the people behind Sonic Retro. We aim to cover everything possible about Sega from the 1940s to today. We currently are working on 14,906 articles and have many more that are requested to be worked on. "

• Used for most cover and intro pictures, information and rarity score.

A giant site on every Sega consoles. Maybe the most important site for a Sega aficionado. It consist of a huge wiki, detailed information, pictures, flyers, and a great rarity score list. Without this site, this book would be very barren.

https://segaretro.org/Main_Page

Satakore

"Sega Saturn and Sega Saturn Only
Dedicated Site for all things about Sega Saturn"

• Used for some pictures and information. Also used itfor checklist.

This site consist of detailed information on every Sega Saturn games.

https://www.satakore.com/

Hardcore Gaming 101

"Hardcore Gaming 101 – Promoting the culture of video games"

• Used for information on a few games.

A highly detailed review site on several video game series. Very recommended.

http://www.hardcoregaming101.net/

GameFAQs

"Founded in 1995, GameFAQs has over 40000 video game FAQs, Guides and Walkthroughs, over 250000 cheat codes, and over 100000 reviews."

- Used for pictures and the review score.

A giant webiste regarding many of games released with loads of information, faqs and pictures. It also include dedicated forums for each system.

http://www.gamefaqs.com/

Moby Games

"MobyGames is the oldest, largest and most accurate video game database for games of every platform spanning 1979-2014."

- Used for info and information.

A good site for information and pictures on much of the games released.

http://www.mobygames.com/

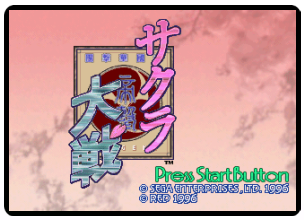
Sakura Taisen

8.7

Limited Edition, Type A

Limited Edition, Type B

Satakore



Developer	Sega CS R&D 2, Red, Nextech
Publisher	Sega
Release date	(jp) September 27, 1996
Genre	Adventure
Mode	1 Player

Sakura Wars is a Japanese media franchise created by Ouji Hiroi, and is developed and formally licensed by Red Entertainment and Sega (who also owns the franchise). The franchise centres on a series of dramatic fantasy and science-fantasy tactical role-playing adventure video games, which consist of tactical wargame and dating sim elements, and also includes a motion picture, anime, printed media, and other merchandise. The series began in 1996 as an eponymous video game; the game was a success and spawned sequels. The video game series has branched into other genres and platforms, such as portable games and games for mobile phones.

Sakura Wars is the debut entry in the Sakura Wars series. It was originally released for the Sega Saturn then subsequently ported to other systems including the Dreamcast, and remade for the PlayStation 2 under the title Sakura Wars: In Hot Blood. Defined by Sega as a "dramatic adventure" game, Sakura Wars combines overlapping tactical role-playing, dating sim and visual novel gameplay elements.

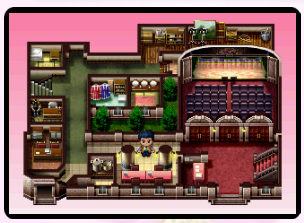
The game is set in 1923. Imperial Army Ensign Ichiro Ogami is transferred to the Flower Division of the Imperial Assault Force, a secret combat unit based in Tokyo. Met by Sakura Shinguji, he is led to a theater and meets its main actresses of the Imperial Theater Revue; Sumire Kanzaki, Maria Tachibara, and Iris Chateaubriand. Meeting the theater's manager Ikki Yoneda, Ogami learns that he has been assigned as a ticket taker for the theater. Initially seeing his assignment there as a punishment, it turns out to be a bluff to determine his worth. The "Imperial Theater Revue" is the Imperial Assault Force, a group of women with spirit powers which defends Tokyo against demon attacks using steam-powered armor called Koubu. The city is currently being attacked by demons controlled by the Hive of Darkness, a group of black magicians led by the powerful Kuroki Satan and his master Tenkai. Tenkai, who sacrificed himself 300 years earlier to prevent Tokyo falling to demons, begins launching successive attacks on Tokyo and then on the Flower Division itself.

Sakura Wars is set in Tokyo during a fictionalized version of the Taishō period, with players taking the role of Ichiro Ogami and the all-female Imperial Assault Force. Dubbed a "dramatic adventure" game and taking place across multiple episodes, the gameplay segments incorporate tactical role-playing, dating sim and visual novel elements. Gameplay is divided between periods where Ogami navigates the Imperial Theater and interacts with various characters, and combat sequences governed by a turn-based battle system upon a tilted grid-based battlefield.

During the social sections, Ogami navigates the theater during limited time sequences between battles. During these sequences, when talking with both the main heroines of the Flower Division and supporting characters, conversations rely on the LIPS (Live & Interactive Picture System) system; when faced with critical choices in the course of a conversation, conversation options are displayed with a time limit for the player to select a response. Depending on the type of response, the character may respond positively or negatively, impacting their relationship with Ogami and future interactions. Other actions within LIPS include holding the cursor over parts of a character's portrait to trigger internal

monologues and varying responses from the characters. Each main heroine has different personality quirks that must be taken into consideration while talking with them.

During combat segments, the Flower Division fight demon monsters using machines called Koubu. Each unit has their own turn, with each turn allowing two actions. These actions include “Attack”, “Defend”, “Move”, “Deathblow” (a critical strike), Charge (store energy for a more powerful action during the next turn), and Heal (heals a chosen unit). Different units specialize in different skills, such as support actions, melee attacks, or distance attacks—along with their range of movement, each unit also has an independent range in which they can perform actions. Actions taken during LIPS sequences with members of the Flower Division directly impact battles; skillful performances during LIPS segments raise a character’s Motivation, granting status increases and improving combat ability.



The concept for what would become Sakura Wars was created in 1990 when Oji Hiroi saw a Japanese stage production of the play Shanghai Rhapsody, and was impressed by the spectacle he saw from the acting troop on stage. Later in 1993, Hiroi and anime composer Kohei Tanaka worked together on an original video animation adaptation of the video game Tengai Makyou: Ziria. Hiroi was highly impressed by Tanaka’s music, to the point where he wanted to create a musical set to Tanaka’s music. This concept evolved into the wish for Tanaka to score a video game which focused on theater. Beginning in 1993, a small team in the Planning Department of Red Company led by Hiroi began promoting his concept and planning the game’s basic concepts. At this stage, the project was just titled “Sakura” due to the wish to connect it with Japan, and was described as an “example plan” rather than a practical project. While distinct from the final Sakura Wars, the proposal shared an alternate historical setting with steampunk technology, a female lead, and mecha combat. In addition to Hiroi, the team included three young Red Company artists. Two of the artists — Ryoma Kaneko and Naoki Morita — would later work on Sakura Wars proper. While developing the “Sakura” proposal, Hiroi and his team created two tabletop role-playing games dubbed “Sakura 1” and “Sakura 2”, which resulted in the strategy elements almost overriding the other aspects. Inspired by the combination of tactical combat and story used in the Fire Emblem series, Hiroi steered the project more in that direction. Influences from contemporary anime were also added to bring depths to the story and characters. With the basic elements defined, the team continued to refine the project over between half a year and a year. Having confidence in the project’s potential to become a video game, Hiroi presented “Sakura” to multiple game companies, but none of them had confidence in the project. With no-one interested, Hiroi put the project to one side, expecting that it would not enter production despite his continued determination to realize it.

In 1994, following Hiroi’s decision to put aside Sakura, Hiroi was contacted by Shoichiro Irimajiri—then vice president of Sega—about the possibility of developing a game with a popular mascot character for Sega’s in-development Sega Saturn home console. Irimajiri wanted a unique video game property for the system, and had heard positive feedback about Hiroi’s work. Hiroi was initially reluctant, but eventually accepted Irimajiri’s offer, inviting him and other potential contributors to spend a fortnight’s holiday in Saipan. Hiroi later said that the decision to work

on a game for the Saturn was a hard one, as he had previously worked on games for rival home console systems. It was Sega's favorable response to his pitch that persuaded him to develop Sakura Wars on the Saturn. Hiroi pitched his old concept for Sakura to Irimajiri during their stay on Saipan, and while Hiroi harbored doubts as to whether such an ambitious and unusual project would be accepted, Irimajiri was convinced. Upon their return to Japan, Sega and Red Company began development on Hiroi's project. The project was then given the title Sakura Wars: as there were problems trademarking the kanji version of "Sakura" due to being the native name for cherry blossom, the word was instead written in katakana.

There was early contention about the inclusion of adventure segments alongside the strategic simulation elements, with some fearing Sakura Wars would turn into a bishōjo game. The strategic segments were designed to feel like interactive anime battles, with everyone getting a chance to attack as in many anime fight sequences of the time. The wish for an anime style also came through in the adventure segments with the LIPS system, turning conversations into a kind of confrontation to be won. The LIPS system was born from staff frustration with adventure game traditions of having to select a response to a tense situation, but that time would freeze while the player made the decision. By implementing a time limit, the team made Sakura Wars more interactive and removed the frustration. The "LIPS" title was chosen for its sound rather than any special meaning. The LIPS system really got going after testing was done on a scene where Ogami can choose to look or not look into a shower cubicle. The battle sequences were inspired by similar scenes found in the Kamen Rider and Ultraman television shows, and were actively referenced during the final battle with the combined final attack of the entire Flower Division. Each battle sequence was hand-crafted by one member of staff to simplify production. The game's "Motivation" system was a means of incorporating simulation elements without utilizing role-playing elements such as experience points. The decision to remove experience points entirely proved controversial within the team. According to Ito, the process of creating the Reliability system was based around trial and error, mainly due to how best to express it.

Development on Sakura Wars lasted for approximately three years, double the original estimate. Hiroi acted as the general producer, while Ito acted as general director. The CGI segments were developed by Buildup Entertainment and Neverland; the anime sequences were handled by Kyokuichi Tokyo Movie. Sega initially outsourced programming to an unnamed external company, and by 1995 it had already developed one or two chapters of the game's combat-based content before Hiroi objected to the direction the game was taking, becoming a generic simulation game that deviated from his vision. Red Company refused to continue development of the prototype, and the external studio was removed from development. Eager to see the game completed, duties were transferred to Sega's internal studio Sega CS2 R&D, which would co-develop the game with Red Company. The conflicting gameplay elements needed to be divided between different teams within Sega CS2 R&D, only bringing the two parts together at the end of development. Due to this development technique, none of the elements could be effectively tested until the game was close to completion. Due to these various development difficulties, the Sega team found production difficult. Sega also commented in an interview that Sakura Wars was their most expensive video game production to date, although no exact budget was given.

The main cast were designed by manga artist Kōsuke Fujishima, who at the time was working on the long-running manga series Oh My Goddess!.Before Fujishima joined the project, the characters had placeholder designs created by Red Company staff. There was resistance from Fujishima's editors due to his heavy work load, including his commitment to Oh My Goddess!. Sakura Wars was the first time Fujishima had ever worked with Sega or been associated with a Sega property, and he was skeptical due to state the project was in when he was first approached, being in a very early stage of development before story or gameplay mechanics had been finalized. Red Company's placeholder character designs were in place at a time when it was uncertain whether Fujishima would join, but Hiroi was adamant that Fujishima would be character designer. Fujishima eventually joined the project by the end of 1994, with his first design being for Sakura. His initial sketches for Sakura moved Hiroi to tears, and fully convinced both Red Company and Sega that Fujishima was the right person. The positive reception of Fujishima's work, together with his understanding for the project's goals, helped raise staff morale for the entire project.

Fujishima was responsible for designing eight characters including Ogami and Sakura, along with formal and casual clothes, and accessories. The supporting cast was designed by Hidenori Matsubara. Matsubara also helped with general animation. As the

character concepts had been firmly established before the design stage, Fujishima was able to create the characters with ease, creating them so players could easily understand what was going through their minds. Due to the game's Taishō period setting, Fujishima needed to stop himself from adding anachronistic elements such as fasteners. Hiroi made character sheets for each character, which Fujisaka used to create each character and their various designs, noting Sumire as a character whose personality was communicated through her clothes. Each character had distinct traits, such as a ponytail and hakama kimono for Sakura, so Kujishima simply combined these elements with his own design ideas. The Taishō period meant that Fujishima could combine traditional Japanese clothing with Western accessories such as shoes, allowing the female characters an otherwise improbable range of movement. His design for each main protagonist—from Ogami to the Flower Division members—directly mirrored Hiroi's concepts for them. The Flower Division's battle dress was modeled after tuxedos, and compared by Kujishima with the costumes of the Takarazuka Revue.

The Koubu mecha designs, along with the game's CGI sequences, were created by Futoshi Nagata. His initial design outline from Hiroi was the basic concept of steampunk technology within the Taishō period. When designing the Koubu, Nagata was guided by Morita, who showed him photographs of both steam-powered trains and early deep sea diving suits, specifically those made of spherical segments. When creating the designs, Nagata consciously avoided the trope of anachronistic near-future technology, doing extensive research on the Second Industrial Revolution in the United Kingdom. The concept of a diving suit fitted in with the concept for the Koubo as being reinforced armor rather than robots. Its front was designed after the steam trains that ran on the Aji Express Line. For the armor of the Imperial Assault Force, Nagata designed them to mirror each member's traits and beauties, designing them so they would be a unique set of armor rather. Because the Koubu were meant to be armor rather than robots, they were not given faces. Because Nagata was brought on early in the game's production, he had considerable freedom when submitting and adjusting his designs. When the designs were finalized, Nagata began working full-time on CGI, finishing the first Koubu design in five days.

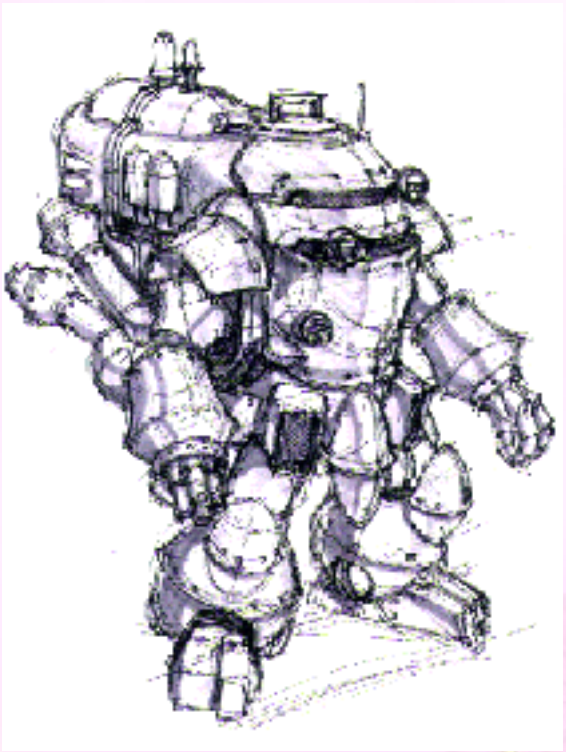
When Hiroi was creating the original concept for Sakura Wars, he had trouble picking the exact era in which the story would take place. He initially considered using the Shōwa period, with a focus on the post-war black market. He also considered setting it shortly before and during World War II itself. Hiroi eventually abandoned this idea as there was too much documentation about the Shōwa period, making its use as a fantasy setting complicated. He next considered using the Meiji period, which was a time of turbulence following the fall of the Tokugawa Shogunate that saw the introduction of Western culture into Japan following the Shogunate's imposed isolation. Hiroi also abandoned this idea as Meiji-era Japan could not allow for the "modern" feeling he wanted. With these in mind, Hiroi settled on using the Taishō period as the setting for Sakura Wars. He chose this period as it was the next step taken by Japan in embracing Western culture and merging it with its own, allowing for political changes and the emancipation of women after a prolonged feudal period. In the original draft, the story was much darker, with a key event being the Great Kantō earthquake and the resultant breakdown of the Taishō period. This version was almost entirely discarded.

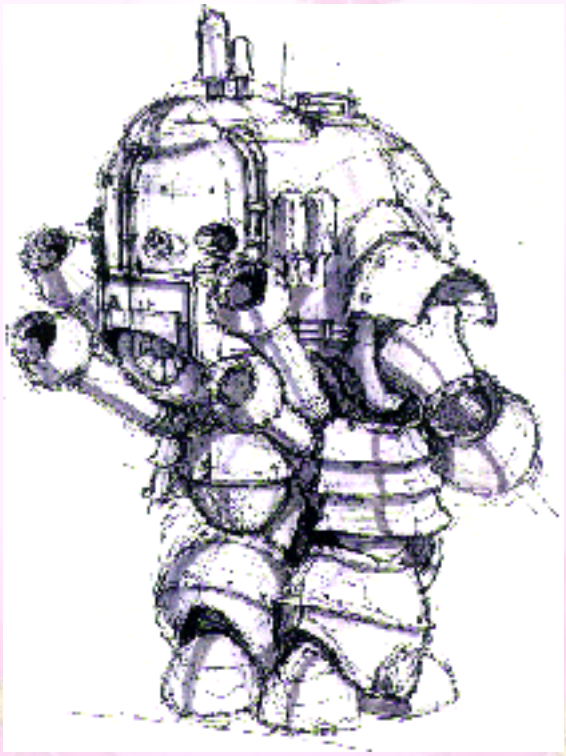
Hiroi wanted to create a version of the Taishō period where the social advances and freedoms the

Japanese began exploring continued without being brought to an end by the Great Kantō earthquake and the subsequent shift to militarism prior to World War II. Another reason for using the Taishō period was the lack of concrete documentation about the period and Tokyo's development during that period, as much of it had been destroyed during the Great Kantō earthquake. Hiroi originally wanted to distinguish the Sakura Wars Taisho from the historical Taisho by modifying the kanji slightly, but he did not do this due to staff wishes for a world that blended real and fictional events. To further distinguish it, Hiroi made use of steampunk technology in the game's world. Despite it being a fantastic version of the Taisho period, Hiroi did his best to incorporate realistic elements, creating a blend of fantasy and reality within the game. The world's general setting, while conceived by Hiroi, was further developed and fleshed out by the writers Ryoma Kaneko and Naoki Morita.

The main script and branching storylines were written by author and screenwriter Satoru Akahori. Hiroi felt that the script would lose entertainment value if he wrote the game's script himself as the setting was based on family stories. Hiroi had previously worked with Akahori on other projects, so Akahori was brought on board. When Akahori first heard the concept before talking with Hiroi he was highly skepctical, but Hiroi convinced him to come on board. When first pitched the project, all that had been finalized was that the story would involve young girls and mecha. Akahori was unsure how to approach the project as he had never written for a video game, but Hiroi told him to write the story like an anime television series. When Akahori first joined the team, the story was still in an unfinished state: the only points finalized were its setting, overall theme of steampunk mecha combat, and a cast of five or six characters. Akahori's early work was focused on expanding the narrative and characters based on Hiroi's draft. Due to the deep connection to Hiroi's family history, Akahori could not work on the script by himself, needing frequent consultation with Hiroi. Hiroi also insisted on making frequent changes if Akahori's work did not fall in line with his vision. Akahori wrote a thirteen-episode storyline for the game, with the final battle taking place across three episodes. After talks with staff, the final battle was condensed into a single chapter, bringing the game to its current ten-episode length. Kaneko and Morita created the additional dialogue around Akahori's main scenario, along with other duties such as script editing and debugging.

Creating strong representative characters was part of the request from Sega for a new mascot character for their Saturn system. A major element of the cast was taking advantage of the game's setting, which could allow characters from countries outside Japan such as Russia and France to be part of the Imperial Assault Force. During early planning, Hiroi made character concepts for the central female cast, imitating character archetypes commonly found in high school manga. Using this inspiration he created a gentle yet strong-willed woman (Sakura), a rival





character with a negative first impression (Sumire), a cold leader figure (Maria), a small cute character who would be jealous of the other members (Iris), a woman who would be good at athletics (Kanna) and an oddball character who wore glasses (Kohran). The role of male protagonist was initially given to a young man named Kusaku Kanuma, a member of the Tokyo Metropolitan Police Department who inherits a blade forged by the Japanese swordsmith Muramasa and must work with Sakura to pilot a two-person mech. As with most of the draft scenario, the male character underwent major alterations. Most of the protagonist's development into Ichiro Ogami happened after Akahori joined the team, with Akahori creating Ogami's role as an avatar for the player who could be friendly with every member of the Flower Division. His name was inspired by the Japanese word for "wolf", referring to his energetic personality traits.

The music for Sakura Wars was composed by Kohei Tanaka. Tanaka was among the first people to offer support for Oji's vision, as little to no other people believed the project would come to fruition. Tanaka was also among the first brought on board production, and like the others was defined as a teacher figure for the rest of the development team. Sakura Wars was Tanaka's very first video game project, and brought him widespread recognition. Tanaka began working on songs for Sakura Wars in 1995. At that period, Japanese popular music was dominated by rhythm and percussion over melody. Both Tanaka and Hiroi wanted to reintroduce younger Japanese to beautiful melodies again. While looking at how he could construct the music, Tanaka looked at popular music from the game's time period and worked to re-create its melodies and structure using the popular music styles of the 1990s. Due to the setting and Takana's goals, he was able to incorporate multiple music genres including jazz, rumba and samba alongside more traditional Japanese musical styles.

Sakura Wars was first announced at a special Sega presentation in 1995. It was originally announced for release in April 1996. The game's unique blend of genres and styles resulted in it being labelled as a new genre dubbed "dramatic adventure" during its marketing. Due to the greatly increased amount of content—particularly the amount of voice acting Hiroi wanted to include—resulted in the release date being pushed forward several months at Hiroi's insistence, along with the game being expanded from a single disc to a two-disc release. In order to reach the new release date, the developers worked long hours and sometimes all through the night. Several pieces of finished content needed to be cut to make the release date Sakura Wars released on September 27, 1996. It received a reprint on June 20, 1997, and released as a budget title on February 11, 1998.

Sakura Wars was an unexpected success for both Red Company and Sega, prompting the companies to develop further entries in the series. Sakura Wars spawned three direct sequels; Sakura Wars 2: Thou Shalt Not Die for the Saturn, and Sakura Wars 3: Is Paris Burning? and Sakura Wars 4: Fall in Love, Maidens for the Dreamcast. A fourth sequel was developed for the PlayStation 2; known as Sakura Wars V: Farewell My Lovely in Japan, it was published overseas as Sakura Wars: So Long, My Love, becoming the first entry to release outside Japan. Numerous spin-off titles covering multiple genres related to each entry have also been developed for multiple platforms.

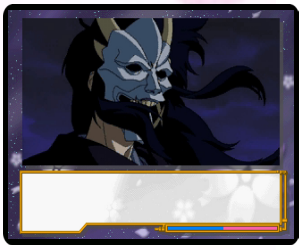
An original video animation (OVA) series dubbed Sakura Wars: The Gorgeous Blooming Cherry Blossoms was produced and released between 1997 and 1998. It told a series of stories around events mentioned in Sakura Wars or the untold origins of the Flower Division members. An anime series of the same name was broadcast in 2000 over a six-month period. While following the basic plot of Sakura Wars and preserving Hiroi's original vision, several elements such as depictions of the main antagonist's past, Sakura's childhood memories and scenes within the Flower Division prior to Ogami's arrival were added. A major issue was being faithful to both the video game and OVAs while keeping within the restrictions of a television format.

Sakura Wars has remained popular in Japan since its release. Sakura Wars was rated as the 13th best game of all time in a 2006 Famitsu pole, with all the main entries then released also appearing in the list. Sakura herself was rated in 2009 by Famitsu as the 17th best Japanese video game character.

Sakura Taisen 2: Kimi, Shinitamou Koto Nakare

9.3

Shokai Tokutenban



Developer	Red Entertainment
Publisher	Sega
Release date	(jp) April 4, 1998
Genre	Adventure
Mode	1 Player

Sakura Wars 2: Thou Shalt Not Die is the second entry in the Sakura Wars series, it was published by Sega in 1998. Defined as a “dramatic adventure” game, Sakura Wars 2 combines overlapping tactical role-playing, dating sim and visual novel gameplay elements.

Taking place two years after the events of the original Sakura Wars, Imperial Army ensign Ichiro Ogami returns from training overseas to rejoin the all-female Flower Division of the Imperial Assault Force, a military unit dedicated to fighting supernatural threats against Tokyo while maintaining their cover as a theater troop. The Flower Division is caught up in a new supernatural battle and pressure from hostile political forces.

Being a direct continuation to the first Sakura Taisen, the second installment is very similar to it graphically and gameplay-wise. The game is divided into adventure and battle modes. In adventure mode, the player controls Ichiro Ogami, moving around the theater (into which the base is disguised), trying to initiate conversations with the girls and choosing timed responses, which influence the hero’s relationship with the girl and also slightly affect her parameters in combat. Battles are pre-set and take place on large isometric fields, on which the player navigates mech-piloting girls and Ichiro himself, fighting enemy forces in turn-based combat. There are two new characters in the game, and several refinements to the timed answer system.

Riding on the success of Sakura Wars, Sega greenlit a sequel. The game was co-developed by Red Company and Sega CS2 R&D, who had produced the original game. Oji Hiroi returned as producer, Shinichi Ito as director, Satoru Akahori as writer, Hidenori Matsubara and Kōsuke Fujishima as the character designers, and Kohei Tanaka as composer.

The development team used the basic work done for Sakura Wars while expanding and improving existing battle and dialogue functions, in addition to taking player feedback into consideration while making alterations. The amount of added content resulted in the number of discs increasing from two to three.

During its first week on sale, Sakura Wars 2 sold over 355,000 units, selling through nearly 70% of its shipments. Its total sales during 1999 reached over 509,000 units, going on to become the fifth best-selling Saturn title of all time in Japan.

Japanese gaming magazine Famitsu gave the game a score of 33/40, with the title generally receiving praise for its polished mechanics and storyline despite a lack of innovation.

Hanagumi Taisen Columns

7.9

J

Developer Sega CS R&D 2, Red
Publisher Sega
Release date (jp) October, 1997
Genre Puzzle
Mode 1-2 Players

On the surface, Sakura Taisen Hanagumi Taisen Columns may seem to just be the classic falling-blocks puzzle game Columns with a Sakura Taisen theme. The game includes 1-player and 2-player ordinary Columns modes. But there's a story mode, in which players choose a heroine and play through normal Sakura Taisen adventure scenes, complete with LIPS dialogues; Columns matches are interspersed with the story.

"hg101.kontek.net"

Sakura Taisen Hanagumi Tsuushin

7.9

Developer Sega, Red, CRI, SoftBank
Publisher Sega
Release date (jp) February 14, 1997-02-14
Genre Miscellaneous
Mode 1 Player

The first of many fan discs, this was released in February of 1997, less than half a year after the first game. The disc is laid out as a newsletter, which players can flip through, zoom in and read, and click to view scenes. Players can play through a little quiz which determines which Flower Troupe member suits them best, culminating in a date scene. There are also tiny, short clips of greetings from the voice actresses.

J

Sakura Taisen Jouki Radio Show

8.6

J

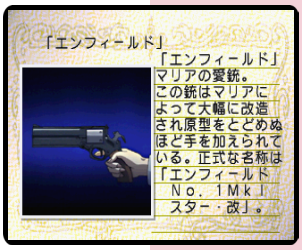
Developer Sega, Red
Publisher Sega
Release date (jp) November 13, 1997
Genre Miscellaneous
Mode 1 Player

The second fan disc to come out after the initial game, this time in November of 1997. It's a much more substantial offering than Hanagumi Tsūshin, featuring actual new art assets and gameplay. It is presented as two distinct sub-products in one package, each on its own disc and each with its own manual.

Disc one is the "Play Disc" and disc two is the Disc two is the "Musical Disc".

Sakura Taisen Teigeki Graph

7.3



J

Developer	Sega/Red Company
Publisher	Sega/Red Company
Release date	(jp) December 23, 1998
Genre	Miscellaneous
Mode	1 Player

Teigeki Graph is to Sakura Taisen 2. It was released in December of 1998, almost nine months after ST2. Disc 1 offers an adventure scenario to play through, centered around a production of Sleeping Beauty. Showing a stronger investment of time and resources, this scenario actually includes minigames for each heroine, like the mainline Sakura Taisen titles.

Disc 2 is full of more low-quality Sega Saturn video files.

"hg101.kontek.net"

Sakura Tsuushin

4.4

Developer	Media Gallop
Publisher	Kamata and Partners
Release date	(jp) October 1, 1998
Genre	Adventure
Mode	1 Player

Sakura Tsuushin is an adventure game for the Sega Saturn that is based on a manga/anime of the same name. Many of the game's cut scenes come straight from it's anime.

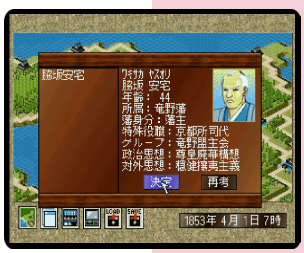
The game follows series main character Touma Inaba as he tries to get into Keio University while dealing with romance and relationships.

"segaretro.org"

J

Sakamoto Ryuuma: Ishin Kaikoku

5.7



J

Developer	KID
Publisher	KID
Release date	(jp) January 29, 1998
Genre	Strategy
Mode	1 Player

Sakamoto Ryouma - Ishin Kaikoku is a strategy game released for the Playstation and Saturn consoles that takes place in the Meiji Restoration and features over 500 characters, more than 150 events, weapons of the period, etc. The player can buy items, create armies, celebrate diplomatic agreements, etc.

"psxdatacenter.com"

7.3

Salamander Deluxe Pack Plus

Developer	Konami
Publisher	Konami
Release date	(jp) June 19, 1997
Genre	Compilation
Mode	1-2 Players

The compilation titled Salamander Deluxe Pack Plus was released in Japan for the Sega Saturn and for the PlayStation. Salamander Deluxe Pack Plus is a compilation featuring ported versions of the arcade classic Salamander, its westernized port Life Force, and for the first time since its arcade release Salamander 2.

Originally released in 1986 as a spin-off of Gradius, the first Salamander introduced a simplified power-up system, two-player cooperative gameplay and both horizontally and vertically scrolling stages. Some of these later became the norm for future Gradius games.

In all the games players control a lone starfighter as they battles the armies of Zelos, a terrible alien creature that threatens to eat the entire galaxy. Collect power-ups, defeat bosses and clear stages until they defeat the game without being blasted into space dust.

All games feature small tweaks like infinite continues and difficulty settings, but are otherwise faithfully recreated from their arcade counterparts.

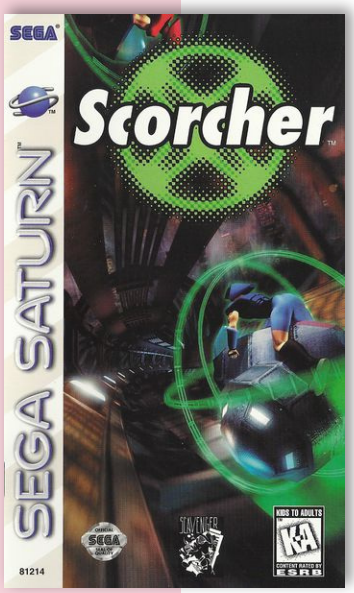
"mobygames.com"

J

7.5

Scorcher

Developer	Zyrinx
Publisher	Sega, (jp) Acclaim
Release date	(us) March 1, 1997
Genre	Racing
Mode	1 Player



Scorcher is a futuristic racing video game by Danish developer Zyrinx, released in 1996 for the PC and the Sega Saturn. Originally announced under the name "Vertigo", the game focuses on special motorcycles that reach up to 450 km/h racing through dangerous tracks in a dystopian year 2021.

Scorcher was one of the most graphically advanced Sega Saturn games of its time, enough so that Sega shipped an unfinished version of the game to third party developers as a graphics demo for the Saturn. The game was built on the graphics engine used by Zyrinx in their 1995 32X technical demo, but converted to use the Saturn's 3D hardware capabilities.

The Japanese Saturn version of the game may be the rarest release on the platform.

J

Samurai Spirits Amakusa Kourin

8.2

1MB RAM Pack

J

Developer	SNK
Publisher	SNK
Release date	(jp) October 2, 1997
Genre	Fighting
Mode	1-2 Players

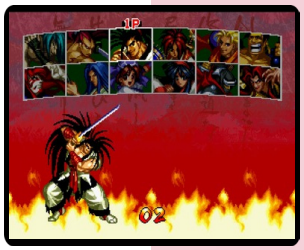
Amakusa Kourin is the fourth main entry in the series. It marks the return of 3 classic characters (Yagyu Jubei, Charlotte and Tam Tam, now with updated stuff), introduces 2 newcomers for the pantheon (the brothers Sogetsu Kazama and Kazuki Kazama) and brings some new backgrounds.

In spite of these little improvements, the game preserved (and improved) many elements that did the previous one (Samurai Shodown III: Blades of Blood) a popular title, like the dodge move and the chance to choose between two versions of the fighter: the standard one and an alternative dark-styled one (SLASH and BUST, respectively).

With the intention to provide more action in the battles, the “No Contest” Moves were introduced, where the fighter will execute an ultimate-slaughter move in a stunned opponent.

Samurai Spirits Zankurou Musouken

7.8



Developer	SIMS
Publisher	SNK
Release date	(jp) November 8, 1996
Genre	Fighting
Mode	1-2 Players

Samurai Spirits Zankurou Musouken is a 2D fighting game developed by SNK as part of the Samurai Spirits (Samurai Shodown in the west) series. It was released, among other consoles, for the Sega Saturn.

Zankurou Musouken is the third main entry in the series. Had it been released in the western world, it would have likely used the name Samurai Shodown III: Blades of Blood like other ports.

The game introduces 2 different techniques for each character. The “Slash” techniques are the original moves of the most of the characters whereas the “Bust” techniques maybe the “darker” version of each character.

The story feature 12 elite samurai and ninja who have to answer the threat of the demon Zankuro, Minazuki.

1MB RAM Pack

J

Sangokushi Eiketsuden

7.1

Developer Koei
Publisher Koei
Release date (jp) March 29, 1996
Genre Role-playing
Mode 1 Player

Sangokushi Eiketsuden was first published on PC in early 1995. It is a spin-off of Koei's strategy series Sangokushi, or Romance of the Three Kingdoms, that focuses on a single major character from the conflict.The central character is the noble general Liu Bei of the Shu kingdom of the Three Kingdoms conflict.

The game splits its time between strategic battles featuring multiple soldier units and an "adventure" mode where Liu Bei visits towns, discusses topics with NPCs, purchases new equipment and recruits for his army. He is usually accompanied by his sworn brothers Guan Yu and Zhang Fei.

During battles, players select which units to take into combat with them and fight skirmishes with the enemy units. Depending on the player's choices in combat and in the adventure mode, the story may branch and they can end up fighting different battles.

"giantbomb.com"

Premium Pack

J

Sangokushi Koumeiden

7.3

Premium Pack

Developer Koei
Publisher Koei
Release date (jp) March 28, 1997
Genre Role-playing
Mode 1 Player

Sangokushi Koumeiden is the second installment in the Sangokushi Eiketsuden tactical role-playing series developed by Koei.

This release loosely describes the events of Zhuge Liang's life as depicted in Luo Guanzhong's historical dramatic novel Romance of the Three Kingdoms. As Zhuge Liang, the player must assist Liu Bei in procuring the territories of Jingzhou and Yizhou and establishing the Shu Han kingdom.

Unlike its predecessor title, the player's skill and success for each battle are a major factor in determining how Sangokushi Koumeiden will end. In addition to having decisions at the beginnings of most stages that affect troop placements for both sides, event triggers, and the items found in armories and granaries, the game also tracks the player's overall record. Another notable feature in this release is that Liang's son, Zhuge, is a playable character in the final chapter.

J

Sangokushi Returns

6.2

J

Developer Koei
Publisher Koei
Release date (jp) January 31, 1997
Genre Role-playing
Mode 1-8 Players

Sangokushi Returns is an entry in Koei's Sangokushi series. It is a remake of the founder Sangokushi game.

This turn-based strategy game introduces hundreds of historical characters of the Three Kingdoms era. The game's main objective is to become the supreme ruler of the remnants of the falling Han Dynasty. To do this the player has to build a mighty empire by conquering provinces and recruiting generals worthy of command.

"mobygames.com"

Sangokushi V

7.7

Developer Koei
Publisher Koei
Release date (jp) September 27, 1996
Genre Role-playing
Mode 1-8 Players

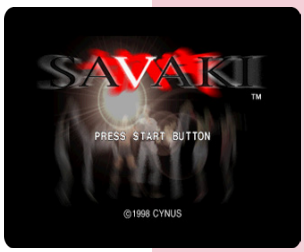
Romance of the Three Kingdoms V is the fifth game in the turn-based strategy game series.

The game offers many innovations. Players won't only participate at wars, but also manage their country, and learn resource management of people and goods. A new "Reputation" parameter directly affects the people's opinion of the players as the leader. Multiplayer allows participation of up to eight players (playing the eight main characters).

J

Savaki

5.4



J

Developer Cynus
Publisher Microcabin
Release date (jp) April 16, 1998
Genre Fighting
Mode 1-2 Players

Savaki is a 3D martial arts fighter. The game feature 60 fps animation, real time shading, light sourcing, shadow reflextions and 3D arena. It feature a vast array of different fighting types to choose from too; Karate, Taekwon Do, Muetai, Jeet Kun Do, Dentou Karate, Boxing and Free Style. The game has only one background arena.

"Smashey9@theisozone.com"

Sankyo Fever Jikki Simulation S

4.6

Developer	Fill in Cafe
Publisher	TEN Institute
Release date	April 4, 1997
Genre	Casino
Mode	1 Player

Sankyo Fever Jikki Simulation S is a pachinko game for the Sega Saturn. It is designed for the Sanyko FF controller.

J

Sankyo Fever Jikki Simulation S Vol. 2

5.3

J

Developer	TEN Institute
Publisher	TEN Institute
Release date	(jp) January 15, 1998
Genre	Casino
Mode	1 Player

Sankyo Fever Jikki Simulation S Vol. 2 is a pachinko game for the Sega Saturn and sequel to Sankyo Fever Jikki Simulation S. It is designed for the Sanyko FF controller.

Sankyo Fever Jikki Simulation S Vol. 3

5.7

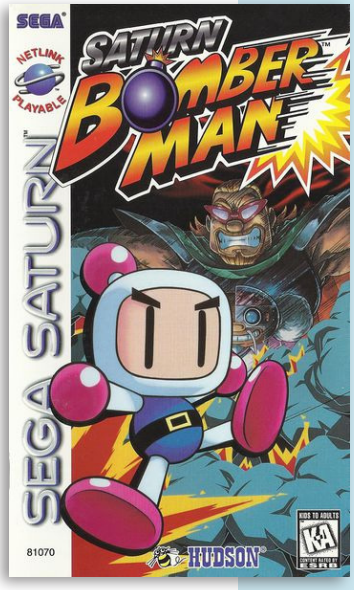
J

Developer	TEN Institute
Publisher	TEN Institute
Release date	(jp) November 26, 1998
Genre	Casino
Mode	1 Player

Sankyo Fever Jikki Simulation S Vol. 3 is a pachinko game for the Sega Saturn and sequel to Sankyo Fever Jikki Simulation S Vol. 2. It is designed for the Sanyko FF controller.

8.5

Saturn Bomberman



Developer	Hudson Soft
Publisher	Hudson Soft
Release date	(jp) July 19, 1996
Genre	Action
Mode	1-10 Players

Saturn Bomberman is a 2D action game developed exclusively for the Sega Saturn console. It is part of the Bomberman series of games.

As well as offering a single-player campaign, Saturn Bomberman is notable for its multiplayer options, allowing up to 10 human players to compete on-screen through the with the use of the Saturn 6 Player Adaptor (and in Japan, Hudson made its own Bomberman-themed one). Even today some modern iterations of Bomberman lack this feature. Online play can be found in the the US and Japanese versions of the game, though the European version does not support this feature.

Like most Bomberman games, Saturn Bomberman features a battle mode as well as a story mode. Along with them is a master mode in which the player races to finish a series of levels after which the player is given a rank based on time taken. The game also features several new powerups.

Electronic Gaming Monthly gave Saturn Bomberman the 1997 Game of the Year awards for "Saturn Game of the Year" (beating Street Fighter Collection and Madden NFL 98) and "Multiplayer Game of the Year" (beating GoldenEye 007 and Mario Kart 64).

Party Pac

J N P

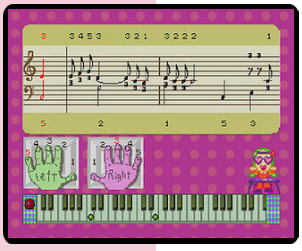
8.5

Saturn Music School 1 & 2

J

Developer	VIC Tokai
Publisher	VIC Tokai
Release date	(jp) 1997-08-09
	(jp) 1998-07-30
Genre	Miscellaneous
Mode	1 Player

Playboy Karaoke Collection Volume 1 and 2 is an educational game for the Sega Saturn. It uses a bundled Saturn MIDI Interface Box to connect the system to a MIDI keyboard, which is then used as part of the game.



"segaretro.org"

Saturn Bomberman Fight!!

Developer	Hudson Soft
Publisher	Hudson Soft
Release date	(jp) December 11 ,1997
Genre	Action
Mode	1-4 Players

7.0

J

Saturn Bomberman Fight!! is a video game released for the Sega Saturn only in Japan. Although branded as a sequel to Saturn Bomberman, it has little resemblance to it: Only four players maximum can play together, and characters like Tirra, Mujoe and MechaDoc do not appear. Unlike in previous games, the game maps are isometric and rendered in full 3D, along with the characters.

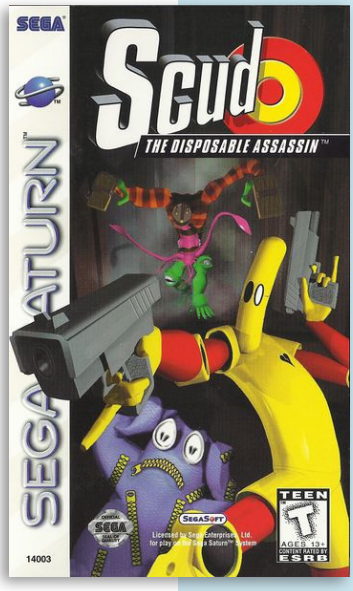
There are several modes in this game, including a story mode, multiplayer, a survival mode and a how to play tutorial. As suggested by the title and setting, the structure is close to that of a fighting game, with many selectable characters and a ladder of opponents in the main single-player mode. While Saturn Bomberman had many expansive adventure maps that could be played cooperatively, this game only has a selection of battle arenas, which are used in both the single and multi-player modes.

The game is notable for featuring more voice acting than perhaps any other Bomberman game to date. Every line of dialogue in each character's storyline is fully voiced in Japanese, and there are extensive conversations before and after fights. This may have been done to add value to a game that is rather light on content.

The character Deral appears to be based off Dural from Sega's Virtua Fighter series. She looks almost identical to Dural aside from her tuft of hair, and their names are very similar. As the game was promoted by Sega and released exclusively for a Sega platform, this was likely done with their approval, and may have been intended to reflect the "fighting game" setup of the game.

"bomberman.wikia.com"

Scud: The Disposable Assassin



Developer	Syrox Developments
Publisher	SegaSoft
Release date	(us) March 19, 1997
Genre	Light-gun
Mode	1 Player

5.9

J

Scud: The Disposable Assassin is a Sega Saturn game based on the comic book series of the same name. It was released on February 28, 1997 in North America only, though it is region-free. It is unusual in that it can be played as a run and gun game, or with a light gun. The storyline revolves around Scud, a robotic assassin, his partner, Drywall, a bizarre character whose body can hold an unlimited amount of storage space, and Sussudio, a bounty hunter that at first tries to kill Scud.

SD Gundam G Century S

7.0

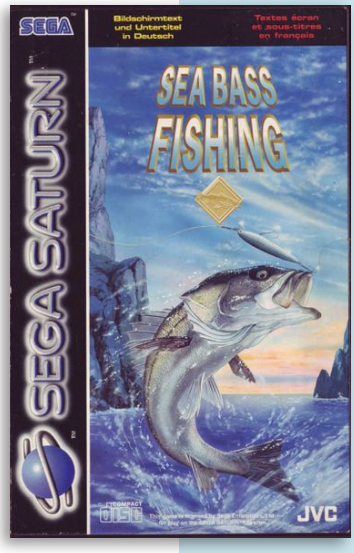
J

Developer Japan Art Media
Publisher Bandai
Release date (jp) February 11, 1998
Genre Sstrategy
Mode 1-4 Players

SD Gundam G Century S is a Sega Saturn strategy game based on the Mobile Suit Gundam's Universal Century universe, and specifically the SD Gundam spin-off universe which reimagines the mecha as super deformed robots that operate without human pilots.

Sea Bass Fishing

7.3



Developer Victor Entertainment
Publisher JVC, (jp) Victor Entertainment
Release date (jp) February 23, 1996
Genre Sports
Mode 1 Player

Sea Bass Fishing is a fishing game developed by Victor Entertainment for the Sega Saturn. It was not released in North America. It is not the same game as the 1998 Sea Bass Fishing, released for Sega Titan Video arcade hardware.

Players can choose from tournament and Free Fishing modes where they learn how to be a better fisherman and even fry up their catch in the lodge keeper's kitchen.

J P

Sea Bass Fishing 2

7.6

J

Developer A-Wave
Publisher Victor Soft
Release date (jp) April 25, 1997
Genre Sports
Mode 1 Player

SeaBass Fishing 2 is the sequel to Sea Bass Fishing.

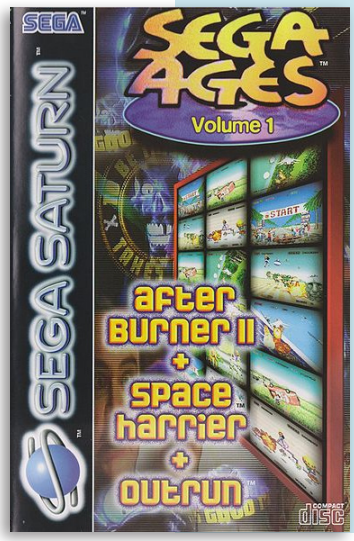
This follow up include another Cooking Area. Here players can learn all about how to cook their favorite fish dish.

Sega Ages is a label given to a number of Sega video game re-releases. Four sets of games use the branding - thirteen Sega Saturn games released between 1996 and 1998, thirty-three PlayStation 2 games released between 2003 and 2008, a number of mobile phone games released in the mid-to-late 2000s, and a digital download series starting in 2012. “Ages” is “Sega spelt backwards, an anagram previously used in European advertising in the late 1980s and early 1990s.

The Saturn Sega Ages series is comprised of various ports, most of which were originally released in the arcades in the late 1980s (by Sega AM2) or for the Sega Mega Drive. At the time, it was impossible to play more accurate representations of these games in the home. Some games have extra features such as CD audio, or difficulty settings.

None of the Saturn games were released in the west, however the After Burner, OutRun, and Space Harrier sets were compiled onto one disc and sold as Sega Ages: Volume 1 in North America and Europe. The Saturn’s short lifespan in these regions meant a volume 2 was never made.

Interestingly many of these games can be purchased in Shenmue, as can a Sega Ages version of Super Hang-On which does not exist in real life. They are all straight arcade ports in this game though.



Sega Ages

8.1

Developer	Sega AM2, Rutubo Games
Publisher	Sega, (us) Spaz, Working Designs
Release date	(us) November 6 ,1997
Genre	Compilation
Mode	1 Player

Sega Ages: Volume 1, known simply as Sega Ages in North America, is a video game compilation for the Sega Saturn. It was only released in western regions, with Sega publishing the game in Europe and Working Designs in North America.

It contains three games previously released in Japan as stand-alone titles; Sega Ages Vol.2 Space Harrier, Sega Ages OutRun and Sega Ages After Burner II, being enhanced ports of the arcade classics Space Harrier, OutRun and After Burner II. Though Sega produced ten more entries in its Sega Ages series on the Saturn, all were exclusive to Japan. Despite its title, Sega did not release a “Volume 2”, nor did the company explicitly acknowledge development of such a compilation.

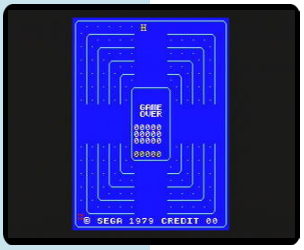
All three games in Sega Ages: Volume 1 are almost identical to their stand-alone Saturn counterparts, which are in turn extremely similar to the arcade originals. However, many of the “arranged” sound tracks from the stand-alone Saturn conversions were removed due to disc space limitations. All offer extra difficulty options.

Sega Ages Memorial Selection VOL.1

6.6

Developer	Sega CS1
Publisher	Sega
Release date	(jp) February 28, 1997
Genre	Compilation
Mode	1-2 Players

Sega Ages Memorial Selection Vol.1 is a compilation released under the Sega Ages. Each game is almost identical to their arcade counterparts, aside from some extra options screens.



Flicky
The game, first released for Sega System 1 arcade hardware in 1984, stars a little blue bird called Flicky tasked with saving smaller birds from being eaten by predators.

Head On
Head On was originally released as a 1979 arcade game. In the game the player controls a car, picking up dots in a maze while attempting to avoid crashing into rival cars.

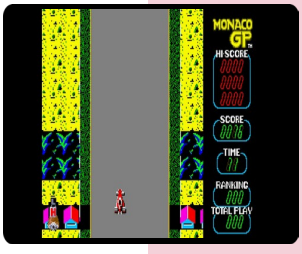
Pengo
The game stars Pengo the penguin who must navigate a maze and defeat all the enemy "sno-bees" by pushing blocks of ice.

Up'n Down
Up'n Down is an arcade game first released for the Sega System 1 in 1983. In the game, players drives a car down a series of diagonal roads attempting to avoid other cars while collecting coloured flags.

J

Sega Ages Memorial Selection VOL.2

5.9



J

Developer	Sega CS1
Publisher	Sega
Release date	(jp) November 27, 1997
Genre	Compilation
Mode	1-2 Players

Sega Ages Memorial Selection Vol.2 is a compilation of six 1980s arcade games and released for the Sega Saturn in 1997 only in Japan.

Doki Doki Penguin Land
A platform-based puzzle game, where a penguin must guide an egg down the screen making sure not to break it.

Samurai
Player take the role of a Samurai tasked with killing all of the opponents.

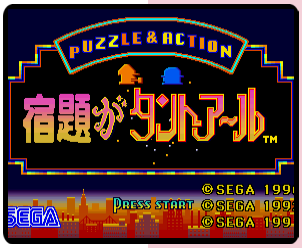
Sindbad Mystery
It follows a boy named Sindbad who must avoid monsters while piecing together a treasure map.

Star Jacker
A shoot 'em up where the player controls three space ships.

Monaco GP
A game where the player needs to avoid cars and obstacles on a track.

Ninja Princess
Ninja Princess, known as Sega Ninja in the west, is a top-down shooter/action game, in which players take the role of a princess disguised as a ninja who is attempting to stop the evil tyrant Gyokuro.

6.5



J

Sega Ages Vol.1 Syukudai ga Tant-R

Developer	Kuusou Kagaku, Sega
Publisher	Sega
Release date	(jp) May 24, 1996
Genre	Compilation
Mode	1-2 Players

Sega Ages Vol.1 Syukudai ga Tant-R is the first in a long line of video game re-releases using the "Sega Ages" brand by Sega. This one is a compilation which includes a port of Puzzle & Action: Tant-R and Quiz Syukudai wo Wasuremashita and was released for the Sega Saturn exclusively in Japan in 1996.

Quiz Syukudai wo Wasuremashita

This game game revolve around solving quizzes. It was released as a 1991 arcade game. The arcade game ran on the Sega "System 24" hardware. The title translates from Japanese as 'Quiz Forgot the Homework'

Puzzle & Action: Tant-R

Puzzle & Action: Tant-R, often known just as Tant-R is a Sega System C puzzle game and the first in Puzzle & Action series. Tant-R borrows its graphical style from Bonanza Bros., and is therefore often seen as a spin-off.

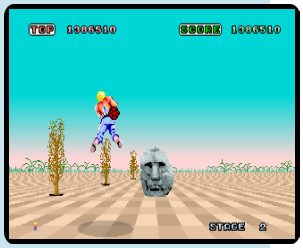
7.2

Gentei Special Pack

J

Sega Ages Vol.2 Space Harrier

Developer	Rutubo Games, Sega CS1
Publisher	Sega
Release date	(jp) July 17, 1996
Genre	Shooter
Mode	1 Player



Sega Ages Vol.2 Space Harrier is a port of Space Harrier released as part of the Sega Ages series. It was only released on its own in Japan - elsewhere it would be included as part of Sega Ages: Volume 1.

This version of the game was also bundled with the Sega Mission Stick.

Space Harrier was first released in 1985 as an arcade game by Sega. Originally conceived as a realistic military-themed game played in the third-person perspective and featuring a player-controlled fighter jet, technical and memory restrictions at the time resulted in Sega developer Yu Suzuki redesigning it to fit a fantasy setting centered around a jet-propelled human character. Critically praised for its innovative graphics and gameplay, Space Harrier is often ranked among Suzuki's best works and considered the first successful entry in the third-person and rail shooter game genres.

Space Harrier has shared an unofficial connection with another Sega shooter franchise, Fantasy Zone, which debuted in Japanese arcades in March 1986. Both series are believed to be set in the same universe.

7.1

Sega Ages Columns Arcade Collection

Developer	Kuusou Kagaku, Sega
Publisher	Sega
Release date	(jp) December 27, 1996
Genre	Compilation
Mode	1-4 Players

Sega Ages Columns Arcade Collection is a compilation of various arcade Columns games, and was released as part of the Sega Ages series.

Columns

Columns is a falling-block puzzle game. Like Tetris, the aim of the game is to try and stay alive - "columns" fall from the top of the screen and land on-top of each other.

Columns II: The Voyage Through Time

Gameplay is very similar to the original Columns, however rather than play an endless game the single player campaign is based around flash columns.

Stack Columns

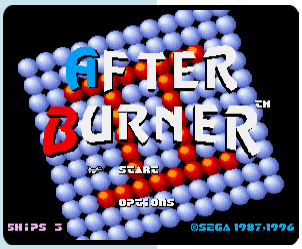
Gameplay in Stack Columns is mostly identical to that seen in "regular" Columns, however with a stronger focus on competitive play.

Columns '97

Very little has changed in Columns '97 when compared to earlier entries in the series, however predictably the graphics and sound have seen an update.

Sega Ages After Burner II

7.2



Developer	Rutubo Games, Sega CS1
Publisher	Sega
Release date	(jp) September 27, 1996
Genre	Shooter
Mode	1 Player

Sega Ages After Burner II is a port of the 1987 arcade-style flight game by Sega. The original arcade game is the second game in the After Burner series.

In the game, players fly a F-14 Tomcat jet fighter, gunning down enemies while avoiding incoming fire. The game is essentially an upgraded version of its predecessor, adding throttle control which allows the players to adjust their fighter's speed during flight. There are also three new stages, bringing the total to 21 and various gameplay and music tweaks.

Tengen took Sunsoft's port of After Burner II to the Famicom and heavily modified it into an unlicensed After Burner for the NES (there are still some remnants of the old version, such as the sound test).

After Burner II also saw release as part of the Sega Ages: Volume 1 compilation on the Sega Saturn, and is playable within Shenmue II.

M2 ported After Burner II in Sega's 3D Classics series to the Nintendo 3DS eShop. This version is faithful to the original arcade game with additions, including Touch Controls and different screen layouts.

Sega Ages Fantasy Zone

8.6

J

Developer	Sega CS1, Rutubo Games
Publisher	Sega
Release date	(jp) February 21, 1997
Genre	Shooter
Mode	1-2 Players

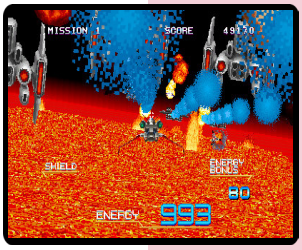
Fantasy Zone is a side-scrolling shoot-'em-up, originally released in 1986 for Sega System 16 arcade hardware. It is the first entry in the Fantasy Zone series, a franchise that would be supported by the company in the late 1980s but largely abandoned by the mid-1990s.

The player controls a sentient spaceship named Opa-Opa who fights an enemy invasion in the titular group of planets. The game contains a number of features atypical of the traditional scrolling shooter. The main character, Opa-Opa, is sometimes referred to as Sega's first mascot character. The game design and main character had many similarities to the earlier TwinBee, and together the games are credited with the creation of the "cute 'em up" subgenre. Numerous sequels were made over the years.

Fantasy Zone proved to be very successful in Japanese arcades, helping to give rise to the popular System 16 arcade board. Despite this, the game was largely ignored by the gaming media, as were most arcade games at the time.

Sega Ages Galaxy Force II

6.5



J

Developer	Appaloosa Interactive
Publisher	Sega
Release date	(jp) July 2, 1998
Genre	Shooter
Mode	1 Player

Sega Ages Galaxy Force II is a re-release of Galaxy Force II for the Sega Saturn. It adds difficulty settings and an in-game story screen.

Galaxy Force II, released for the arcade in 1988. The game is, despite the name, more of an update than a sequel. It was released only two months after the original arcade game. It tunes and fleshes out all the stages of the first game, adding entirely new two levels, and lets players fire four missiles simultaneously.

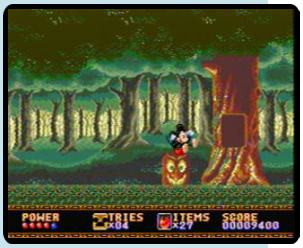
The game is in the tradition of Sega's Space Harrier series. The player takes control of the TRY-Z spaceship, navigating through several missions on different planets, shooting lasers and missiles at enemies and obstacles. The ship's protective shield decreases with each collision. The ship has a limited quantity of energy; when this energy is fully depleted, the game is over.

The original arcade version of Galaxy Force was a high-tech attraction, running on system that used three Motorola 68000 processors along with Super Scaler chipset.

Sega Ages

I Love Mickey Mouse: Fushigi no Oshiro Daibouken
I Love Donald Duck: Guruzia Ou no Hihou

6.7



Developer	Sega CS1
Publisher	Sega
Release date	(jp) October 15, 1998
Genre	Compilation
Mode	1 Player

Sega Ages I Love Mickey Mouse: Fushigi no Oshiro Daibouken/I Love Donald Duck: Guruzia Ou no Hihou is a video game compilation. Its extraordinarily long name comes from the fact it contains two games, both originally released as separate Mega Drive games.

I Love Mickey Mouse

I Love Mickey Mouse is the Japanese release of the Mega Drive game, Castle of Illusion Starring Mickey Mouse, first released in 1990.

The game is a side-scrolling platformer in which the player takes control of Mickey Mouse as he goes inside the Castle of Illusion in order to rescue Minnie Mouse from an evil witch named Mizrabel.

I Love Donald Duck

I Love Donald Duck is the Japanese release of the Mega Drive game, QuackShot Starring Donald Duck, released 1991.

The game stars Donald Duck and his three nephews, Huey, Dewey, and Louie, as treasure-hunters. The player, as Donald, ventures through a variety of side-scrolling levels.

J

Sega Ages OutRun

7.5

Developer	Rutubo Games, Sega CS1
Publisher	Sega
Release date	(jp) September 20, 1996
Genre	Racing
Mode	1 Player

Sega Ages OutRun is a racing game ported from the 1986 arcade by Rutubo Games and published by Sega for the Sega Saturn.

Out Run is a 3D driving game in which the player controls a Ferrari Testarossa Spider from a third-person rear perspective. The camera is placed near the ground, simulating a Ferrari driver's position and limiting the player's view into the distance. The road curves, crests and dips, which increases the challenge by obscuring upcoming obstacles such as traffic.

The object of the game is to reach one of a variety of destinations against a timer. If the timer reaches zero, the game ends.

According to the game's designer, Yu Suzuki, the stages of Out Run are mostly based on European scenery, having toured Europe in a BMW 520 for two weeks in order to get ideas.

The game is notable for its pioneering hardware and graphics, and innovative features such as a selectable soundtrack with music composed by Hiroshi Kawaguchi, along with nonlinear gameplay.

J

Sega Ages Power Drift

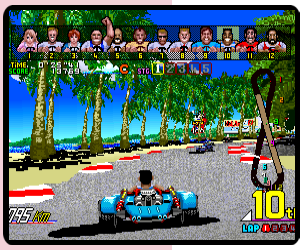
6.1

Developer	Phant
Publisher	Sega
Release date	(jp) February 26, 1998
Genre	Racing
Mode	1 Player

Power Drift was first released as a 1988 kart racing game and developed for the Sega Y Board arcade platform. It was designed by Yu Suzuki and developed by his team at Sega AM2.

Like many games for the hardware, Power Drift makes heavy use of sprite scaling and rotation, often referred to as Super Scaler technology. It is one of the more ambitious efforts for what is considered at its core to be "2D" hardware, attempting not only to simulate driving down a road (like OutRun), but hills and bridges, as well as a camera which can tilt as the player drives around corners.

In Power Drift the player chooses one of twelve characters and attempts to beat them over the course of five "courses", labeled A through E, each with five tracks. Unlike most Sega arcade racers which rely on an in-game timer to determine whether a user has failed, in Power Drift the player must finish third or above in a race to continue playing. If the player finishes first in all races, a sixth "special" track is unlocked, where the player has the option to play as the F-14 Tomcat from After Burner or the motorbike from Super Hang-On.



J

Sega Ages Rouka ni Ichidant-R

6.9

Developer	Kuusou Kagaku, Sega
Publisher	Sega
Release date	(jp) December 27, 1996
Genre	Compilation
Mode	1-4 Players

Sega Ages Rouka ni Ichidant-R is a compilation of Puzzle & Action: Ichidant-R and Quiz Rouka ni Tattenasai! and was released exclusively in Japan in 1996.

Quiz Rouka ni Tattenasai!

Quiz Rouka ni Tattenasai! is an arcade game revolving around solving quizzes.

The game is the sequel to the arcade quiz game Quiz Syukudai wo Wasuremashita. The concept of the game revolve around choosing the players age and answer quiz questions designed for children.

Puzzle & Action: Ichidant-R

Puzzle & Action: Ichidant-R is the sequel to Puzzle & Action: Tant-R, and like its prequel is an arcade game released for Sega System C arcade hardware.

Like Tant-R, Ichidant-R is a series of timed minigames, represented in the graphical style seen in Bonanza Bros..

The game was also part of volume 6 in the Sega Ages 2500 series for the PlayStation 2.

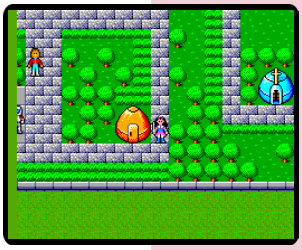
J

Sega Ages
Phantasy Star Collection

8.0

Developer	Sega CS1
Publisher	Sega
Release date	(jp) April 2, 1998
Genre	Compilation
Mode	1 Player

Phantasy Star Collection feature the first four games in the series. It was later ported to the PlayStation 2 in Japan with additional games. The ports are virtually identical to their original versions, as opposed to enhanced remakes. Gameplay has not been altered in each of the collections.



J

Phantasy Star

Phantasy Star was the first installment of the series, released for the Sega Master System in 1987. It introduced players to the planets, races, and lore of the series. The game follows the adventures of Alis Landale, a young woman from Palma. After Alis's brother Nero is killed by the formerly benevolent government of King Lassic, Alis embarks upon a quest for revenge.

Phantasy Star II: Kaerazaru Toki no Owari ni

Phantasy Star II, released in 1989, marked the series' transition to the Sega Genesis. It benefited from an upgrade in graphics and in the scope of its quest, as it's more than twice the size of its predecessor. It tells the story of Rolf, a government agent from the town of Paseo on Motavia. In this new setting, 1,000 years after Phantasy Star, Motavia is no longer a desert world, but has been mostly converted into one lush with vegetation and animal life, thanks to a system-wide computer network known as Mother Brain. However, malfunctions throughout the network are resulting in all sorts of catastrophes, from climate change to the appearance of mutant plant and animal life called biomonsters. Rolf changes from an agent of the government to a rebel fated to end Mother Brain's reign over the system. He is joined by a colorful cast of characters.

Phantasy Star III: Toki no Keishousha

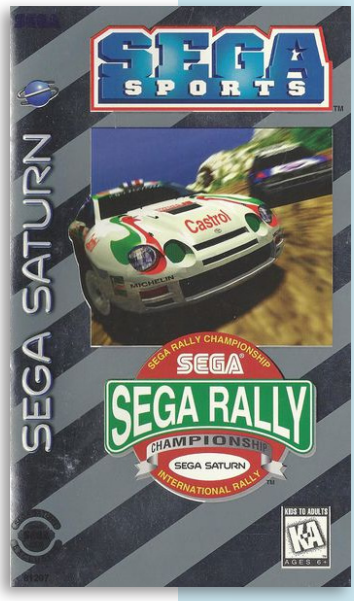
Phantasy Star III: Generations of Doom, released for the Mega Drive in 1990, was a departure from the previous games in that the different worlds were no longer the different planets of the Algol system. The game revolves around two feuding factions, the Orakians and the Layans, who have been engaged in bitter conflict since their founders disappeared 1,000 years earlier; the factions assume their founders were bitter enemies who fought each other. Unique to Phantasy Star III was a storyline that spanned three generations, starting with Rhys, an Orakian, and continues through two more generations, with the player controlling Rhys's son and grandchildren.

Phantasy Star: Sennenki no Owari ni

Phantasy Star IV: The End of the Millennium was released for the Mega Drive in 1993. Building on its predecessors, it added a number of new features, such as pre-programmable combat maneuvers called "Macros", combination attacks between two or more characters and manga-style panel illustrations for major cutscenes.

Taking place 1,000 years after Phantasy Star II, Phantasy Star IV returns to the Algol Solar System, which has been in a precipitous decline after the destruction of Mother Brain.

Sega Rally Championship



Developer	Sega AM3, Sega CS
Publisher	Sega
Release date	(jp) December 29, 1995
Genre	Racing
Mode	1-2 Players

Sega Rally Championship, also known simply as Sega Rally or occasionally by the extended title of Sega Rally Championship 1995, was first released as a 1995 arcade racing game for the Sega Model 2A CRX arcade hardware.

The unique selling point of Sega Rally Championship was the ability to drive on different surfaces (including asphalt, gravel and mud), with different friction properties, with the car's handling changing accordingly. As the first racing game to incorporate this feature, Sega Rally Championship is considered to be one of the milestones in the evolution of the racing game genre.

Following the arcade release, plans were put in place to bring the game in an enhanced form to the Sega Saturn.

The Saturn release retains all the features of the arcade version, although due to the Saturn being less powerful than the Model 2 arcade board, significant cuts were made to graphics, namely polygon counts, texture quality, draw distance and screen resolutions.

Both of the sports reviewers for Electronic Gaming Monthly gave the Saturn version an 8.5 out of 10, saying it *"has all of the action and adventure of its arcade cousin. If you were disappointed with Daytona, you won't be with Sega Rally."*

9.3

J N P

Sega Rally Championship Plus

9.3

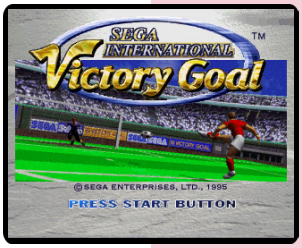
J N

Developer	Sega AM3, Sega CS, Sega CS R&D 2
Publisher	Sega
Release date	(jp) September 26, 1996
Genre	Racing
Mode	1-2 Players

Sega Rally Championship Plus is very much the same game and the standard Saturn Japanese release, but adds XBAND support and is tuned to work with the 3D Control Pad. For the latter reason alone it is generally considered to be the most definitive Sega Rally for the console. In the United States an enhanced Sega Saturn version of the game was released under the title of Sega Rally Championship Plus: NetLink Edition. This is similar, though swaps XBAND support for Sega NetLink support.

Sega International Victory Goal

7.8



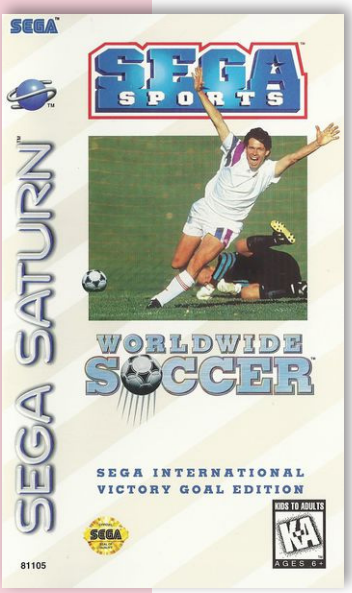
N P

Developer	Team Aquila
Publisher	Sega
Release date	(us) May 11, 1995
Genre	Sports
Mode	1-4 Players

Sega International Victory Goal, known as Worldwide Soccer: Sega International Victory Goal Edition in North America, Worldwide Soccer in Brazil and just International Victory Goal in Europe is a launch title for the system in North America and Europe in 1995.

The game borrows its core engine and many assets from Victory Goal, the major difference being that the game features international teams, rather than just those in the Japanese J. League.

"segaretro.org"



Sega Saturn de Hakken!! Tamagotchi Park

6.7

J

Developer	Ancient
Publisher	Bandai
Release date	(jp) January 29, 1998
Genre	Simulation
Mode	1 Player

Sega Saturn de Hakken!! Tamagotchi Park is a tamagotchi game for the Sega Saturn. It came with a Saturn Backup Memory cartridge.

Several Sega characters cameo in this game as Tamagotchi creatures players can raise, namely Sonic, Pengo, Opa-Opa, Alex Kidd and Flicky.

"segaretro.org"

Shinpi no Sekai El-Hazard

7.8

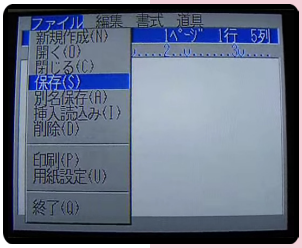
J

Developer	Tamtam
Publisher	Pioneer LDC, (kr) Wooyoung System
Release date	(jp) August 9, 1996
Genre	Adventure
Mode	1 Player

Shinpi no Sekai: El-Hazard is based off of an anime with the same title. The protagonist of the story is a high-school student, Makoto Mizuhara, who finds himself, due to various circumstances, tossed into the fantasy world of El-Hazard. The game plays like an enhanced visual novel which is fully voice-acted and displays protagonist and other characters on the screen during dialogues.

The limited edition comes with a "secret book".

Sega Saturn-you Word Processor



J

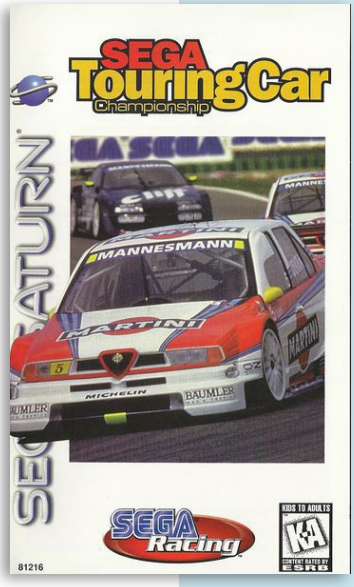
Developer	Koei, Canon
Publisher	Koei
Release date	(jp) 1996
Genre	Software
Mode	1 Player

The Sega Saturn-you Word Processor Set is a set sold by Koei for the Sega Saturn in Japan which allows the Saturn to be used as a word processor. It comes with the software, called EGWORD, a printer, the Canon BJC-210J, and an interface cable for the printer. It is compatible with, but does not come with, the Sega Saturn Keyboard and Sega Saturn Floppy Disk Drive. A later set includes the keyboard.

"segaretro.org"

Sega Touring Car Championship

6.8



Developer	AM Annex, CSK
Publisher	Sega
Release date	(jp) November 27, 1997
Genre	Racing
Mode	1-2 Players

Sega Touring Car Championship was first released as a Sega Model 2C CRX arcade racing game. It is similar to Sega Rally Championship in design, but uses touring cars instead of rally cars.

The game offers three "rounds" (plus a qualifying lap), in which the player competes against seven other cars for first place.

"segaretro.org"

J

Segata Sanshirou Shinken Yuugi

5.8

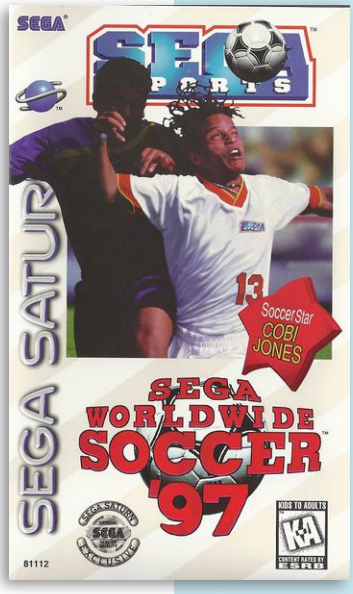
J

Developer	Ecole Software
Publisher	Sega
Release date	(jp) October 29, 1998
Genre	Mini-games
Mode	1 Player

Segata Sanshirō Shinken Yūgi is a Saturn game based on the Japanese television commercials of its lead character, Segata Sanshirō, who was the Saturn's corporate mascot in Japan. The game is a collection of mini games, each one based on the commercials he starred in, and include side-scrolling platform, memorization, button mashing and puzzle sequences. Successfully completing each one unlocks that given game's commercial.

Sega Worldwide Soccer '97

8.9



Developer Sega CS1
Publisher Sega
Release date (us) October 16, 1996
Genre Sports
Mode 1-4 Players

Sega Worldwide Soccer 97 (known as Victory Goal Worldwide Edition in Japan) is a soccer game by Sega.

Sega Worldwide Soccer 97, produced by Sega themselves was one of the killer apps in the peak of popularity for the console. It was the sequel to Victory Goal, one of the debut titles of the console, which had a poor performance critically and commercially. However, there was little overlap in the development staff of the two games.

The game featured international teams and league, play-off and tournament modes. Although it used fictional player names (due to the lack of a license), the non-volatile memory of the Saturn allowed editing of names. The team kits were as close to the official 1996 kits as possible.

The original release on the Saturn was met with critical acclaim. Tom Hall of GameSpot said it *"may be the best soccer game ever released"*; GamePro's The Weekend Warrior called it *"a completely fresh, must-play gaming experience"*; and Next Generation's review concluded that *"Quite simply, WWS '97 is the best recreation of any sport, ever."* Common subjects of praise were the smoothness of the player animations, the easy-to-learn controls, the realistic soccer elements, and the way the game encourages players to be spontaneous and creative.

J N P

Sega Worldwide Soccer '98

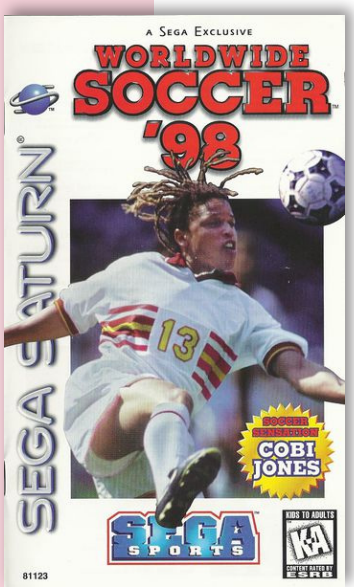
8.4

J N P

Developer Sega CS1
Publisher Sega
Release date (eu) October 16, 1997
Genre Sports
Mode 1-2 Players

Sega Worldwide Soccer 98, known in PAL regions as Sega Worldwide Soccer 98: Club Edition, is a direct sequel to Sega Worldwide Soccer 97.

As its European name suggests, Worldwide Soccer 98 adds 60 English, French and Spanish club teams to the roster, and also adds Jack Charlton's commentary in addition to Gary Bloom's, with roughly three times as much recorded dialogue as the previous outing. Two new stadia area also added, bringing the total to five.



Seikai Risshiden: Yoi Kuni Yoi Seiji

5.1

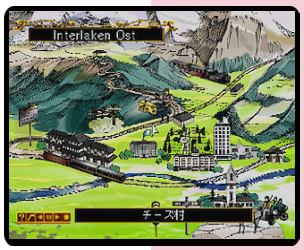
Developer	Digitalware
Publisher	BMG Japan
Release date	(jp) June 27, 1997
Genre	Table
Mode	1-4 Players

Seikai Risshiden: Yoi Kuni Yoi Seiji is a board game on the theme of Japanese politics. The game is similar to the popular “life board games”. The object is to become the Prime Minister.

J

Sekai no Shasou kara I Swiss-hen: Alps Tozantetsudou no Tabi

8.8



J

Developer	Fujitsu
Publisher	Fujitsu
Release date	(jp) December 6, 1996
Genre	Miscellaneous
Mode	1 Player

Sekai no Shasou kara I Swiss-hen: Alps Tozantetsudou no Tabi is a digital gallery for the Sega Saturn. The game is part of the popular trainspotter genre in Japan. Players visit the Swizz alps.

Sengoku Blade

7.6

Developer	Psikyo
Publisher	Atlus
Release date	(jp) November 22, 1996
Genre	Shooter
Mode	1-2 Players

Sengoku Blade, know as Tengai overseas, is a 1996 arcade horizontally scrolling shoot ‘em by Psikyo brought to the Saturn in Japan the same year. The port comes with a second disc containing an art gallery.

The player may choose from five playable characters at the start and may unlocked two more. The game takes place in an imaginative and futuristic version of feudal Japan featuring ninjas and steam-powered machinery.

J

Senken Kigyouden

6.0

J

Developer	Softstar Entertainment
Publisher	Softstar Entertainment
Release date	(jp) March 4, 1999
Genre	Role-playing
Mode	1 Player

Senken Kigyouden is a 1999 RPG for the Sega Saturn by Taiwanese developer Softstar Entertainment released in Japan. It also had a DOS-release.

The game was also released in Taiwan in a limited edition with plastic box and organizer.

Senkutsu Katsuryuu Taisen Chaos Seed

7.0

J

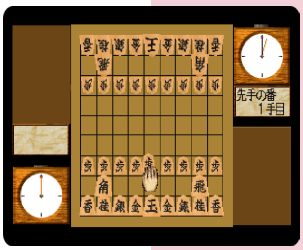
Developer	Neverland Company
Publisher	Neverland Company, Entertainment Software
Release date	(jp) January 29, 1998
Genre	Role-playing
Mode	1 Player

Chaos Seed is a role-playing game that also combines elements of action games and strategy games. The game was released in 1996 for the Super Famicom and in 1998 for the Sega Saturn in Japan only.

Players control a young member of a cave-dwelling faction of humans as they try to harness energy back into the dying planet that the surface-dwelling humans take for granted.

Senryaku Shougi

5.5



J

Developer	Electronic Arts
Publisher	Electronic Arts
Release date	(jp) November 17, 1995
Genre	Table
Mode	1-2 Players

Senryaku Shougi is a shougi game for the Sega Saturn. Players can choose a single player mode, which include 7 levels, or a multi-player mode.

Sento Monogatari Sono I

5.7

Developer	Ariadne
Publisher	CRI
Release date	(jp) October 27, 1995
Genre	Miscellaneous
Mode	xxx

"Sento Monogatari", sono I is a featuring fortune-telling game. The game was developed by Ariadne and first released in 1995 for 3DO and Saturn. The PlayStation version was later released in Japan by Tohoku Shinsha in 1996.

In the game, players can put their birth date and get their astral card and the fortune told on health, business, love and money.

Sentimental Graffiti

6.6

J

Developer	Marcus, Cybelle, Comix
Publisher	NEC Interchannel
Release date	(jp) January 22, 1998
Genre	Adventure
Mode	1 Player

Sentimental Graffiti is the name of a dating simulation series by NEC Interchannel. The first game focused on the relationship between a boy and the various girls he met throughout his life. The protagonist, Tanaka Ichirou, is a high school student who, prior to the spring vacation of his third year, receives a letter simply stating "I want to meet you." In order to search for the sender of the letter, he travels nationwide to various places, and meets the 12 girls of his memories once again.

Sentimental Graffiti: First Window

8.5

Developer	Marcus, Cybelle, Comix
Publisher	NEC Interchannel
Release date	(jp) April 11. 1997
Genre	Miscellaneous
Mode	1 Player

J

First Window is not a game per se, but an interactive multimedia which focuses on the twelve heroines from the main game and by being released prior to the actual game, provided introductory into what was to be expected from the game, at least graphics, voice-acting, and heroines-wise. With First Window, the player can check video that shows the audition for all twelve heroines, and separate set of 12 short videos.

恋愛シミュレーション
センチメンタルグラフティ

Sentimental Graffiti

あなたに会いたい——。

忘れかけていた12の思い出を求めるあなたの旅が今、始まります。

'98年1月22日発売 希望小売価格 **7,500**円(税別)

初回生産限定
セカンドウィンド付き
CD2枚組

©NECインターチャネル/マーカス/サイベル/コミックス　イラスト/甲斐智久

NECインターチャネル株式会社
〒101 東京都千代田区神田神保町1-2-5
アミューズメントグループ　ユーザーサポート受付 (03)3293-7008 (月～金曜日：午後1時～6時：祝日、休日をのぞく)

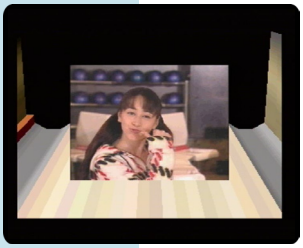
このマークが表示されたソフトウエア、ハードウエアおよび周辺機器は、セガサターンと互換性があります。
SEGASATURNおよびは株式会社セガ・エンタープライゼスの商標であり、SEGASATURN専用の周辺機器ソフトウエアを表すものとしてその表示を承認したものです。

The Star Bowling

4.8

Developer	Yumedia
Publisher	Yumedia
Release date	(jp) November 13, 1997
Genre	Sports
Mode	1-2 Players

The Star Bowling is a ten pin bowling game with FMV cut-scenes. Players pick a partner from a roster of girls.



J

The Star Bowling Vol. 2

4.5

J

Developer	Four Winds Software, Chameleon House
Publisher	Yumedia
Release date	(jp) January 15, 1998
Genre	Sports
Mode	1-4 Players

The Star Bowling Vol. 2 is another ten pin bowling game released for the Sega Saturn exclusively in Japan. The game follows the same formula as the prequel.

Seifuku Densetsu Pretty Fighter X

4.3

Developer	Sol
Publisher	Imagineer
Release date	(jp) June 16, 1995
Genre	Fighting
Mode	1-2 Players

The game is an enhanced port of the Super Famicom game, “Seifuku Densetsu Pretty Fighter”.

The game includes Anime sequences done by Spectrum Animation. As the game suggests, it is an all-female fighting game. The game received a sequel on the Sega Saturn and PlayStation, simply entitled FIST.

“crappy-games.wikia.com”

J

Sexy Parodius

7.3

Developer	Konami
Publisher	Konami
Release date	(jp) November 1, 1996
Genre	Shooter
Mode	1-2 Players

Sexy Parodius is a scrolling shooter originally released as an arcade game. It is the fifth installment of the Parodius series, produced by Konami. Like the rest of the series, it is a parody of the Gradius series and other Konami games.

The gameplay in Sexy Parodius is similar to the rest of the series, but the player must complete a special mission for each stage. These missions range from collecting a certain amount of coins in a stage to destroying a certain object or enemies. Whether or not the player completes the mission determines whether the player can continue to the next stage or what the next stage will be.

In a 2-player game, when certain characters are near enough, a third shot appears between them which can be purple shots that swirl all over the screen, hearts that home in on enemies, or rockets that shoot straight ahead. This feature was first seen on Konami's arcade game, Lightning Fighters.

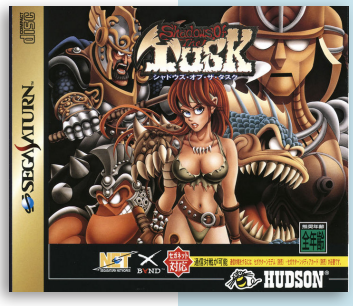
The Saturn and PlayStation ports allow the Special Stage to be selected on the Title Screen after finishing the game with all conditions passed. They also come with unlimited continues (the game doesn't keep track of credits).

To date, Sexy Parodius is the last shoot-'em-up game in the Parodius. A strategy game spin-off, Paro Wars was released later. This game is often considered to be the best of the series. As the name suggests, the game is slightly more risqué in nature than previous titles, but still remains fairly tame, with no sexual scenes whatsoever. Nevertheless it is assumed the premise of this game would have been difficult to sell in the western world, which is likely why it remained a Japan exclusive release.

J

Shadows of the Tusk

6.5



Developer	Hudson Soft, Susumu Matsushita
Publisher	Hudson Soft
Release date	(jp) May 21, 1998
Genre	Strategy
Mode	1-2 Players

Shadows of the Tusk is a turn-based strategy game where a player can build a party consisting of characters recruited in various ways which serves as their "deck". There are a large number of units in Shadows of the Tusk. Units fall in to four classes: Human, Beast, Undead, and Machine.

It utlized Seganet's X-band system to allow players to compete online, which was fairly unique for a console of the era. Local play with a friend is also possible.

J

6.2

Shanghai: Great Moments

J

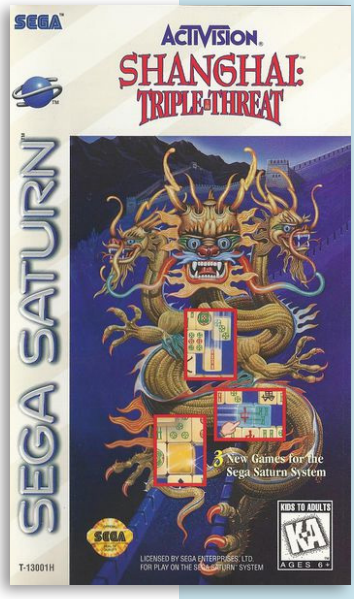
Developer	Sunsoft
Publisher	Sunsoft
Release date	(jp) November 15, 1996
Genre	Puzzle
Mode	1-2 Players

Shanghai Great Moments includes four versions of the classic Shanghai game: The Great Wall (Shanghai meets Tetris), Bejing (Slide rows to make matches, Action Shanghai (clear tiles quickly before more appear) and Classic Shanghai (either regular or face down for an extra challenge).

"mobygames.com"

Shanghai: Triple-Threat

6.7



Developer	Activision
Publisher	Activision, (jp) Sunsoft
Release date	(jp) February 24, 1995
Genre	Puzzle
Mode	1-2 Players

Shanghai: Triple-Threat is part of the Shanghai franchise, which presents a number of different Mahjong Solitaire puzzles for players to solve.

The game features two modes: an Original mode that allows the player to configure a puzzle of their choosing, selecting the different configurations of tiles to their choosing, and an Arcade mode that plays through a series of pre-determined Mahjong Solitaire stages.

"giantbomb.com"

J N

6.9

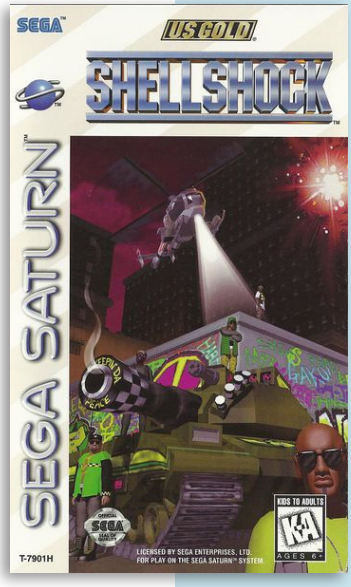
She'sn

J

Developer	Gaibrain
Publisher	KID
Release date	(jp) November 19, 1998
Genre	Adventure
Mode	1 Player

She'sn is a visual novel love adventure which focuses on a four different stories through all four seasons. The player can select to play the story of any season in any order. Different season also features different heroines and different love stories to play through. The spring story revolves around forbidden love. The summer season revolves around a childhood friend. Love story in the fall is about the school romance. And the winter season is about a sad love story.

ShellShock



7.3

Developer	Core Design
Publisher	CentreGold, (us) U.S. Gold, (jp) Electronic Arts
Release date	(eu) April 19, 1996
Genre	Action
Mode	1 Player

Shellshock is a tank shooter released for PlayStation, Saturn and DOS. The game plays like a standard first person tank shooter, in the vain of Battlezone. The player controls an M-13 Predator tank, with an assortment of upgrades available for purchase in later missions. The game has 25 missions, with players earning money for their performance which can go into buying upgrades for their tank.

"giantbomb.com"

J N P

Shichisei Toushin Guyferd: Crown Kaimetsu Sakusen

5.4

J

Developer	Kouyousha
Publisher	Capcom
Release date	(jp) November 19, 1998
Genre	Action
Mode	1-2 Players

Shichisei Tōshin Guyferd: Crown Kaimetsu Sakusen is an FMV game based on the Shichisei Tōshin Guyferd TV series, which Capcom worked as the main sponsor. The game is an interactive movie. The player navigates through a maze and solves mysteries while collecting items and battling members of Crown. Battles are RPG-like, with a card of the player and the enemy fighting. The player can improve his stats with chips.

Shichuu Suimei Pitagraph

5.7

Developer	Datam Polystar
Publisher	Datam Polystar
Release date	(jp) February 23, 1996
Genre	Simulation
Mode	1 Player

Shichuu Suimei Pitagraph is a fortune teller simulator. The game is all in japanese. The game was also released for the Playstation.

J

©1997 ASCII Corp./アスキービジョン/「新海底軍艦」制作委員会
ASCII SOFT
その雄叫びが全てを震わす…
時は近未来へ。20XX年の地球は、突如現れた巨大UFO群の襲撃で崩壊寸前に追い込まれていた。
あらゆる最新兵器を用いても傷一つ与えられぬ敵を前に、人々の未来には死が待つのみだった。
まさにその時、それは現れた。波飛沫を上げ、地を蹴り、荒波を掻い潜ってやって来たその戦艦こそ、
かつて太平洋戦争当時、大日本帝国海軍が総力を挙げて築いた超兵器、海底軍艦ラ號だった…。
人類の未来を救う方舟、ラ號がいま甦える!!
特報!!
「新海底軍艦」購入者全員に当たるプレゼントキャンペーン実施中!!
店頭配布中のパンフレットに付いている応募券でご応募下さい。
SEGA SATURN

近未来ウォーシミュレーション
しんかいていぐんかん

新海底軍艦

鋼鉄の孤独

'97年3月発売
標準価格6,800円（税抜）セガサターン対応ソフト

キャスト
有坂　鋼：関　智一
有坂真鉄：嵯川哲郎
アネット：岩男潤子
アブトゥー：井上喜久子　他

キャラクターデザイン
安彦良和

メカニックデザイン
小林　誠

仮想立体空間で繰り広げられる
兵器たちの熱きバトル!!

謎と魅力に満ちた登場人物が織りなす
壮大な叙事詩!!

模型制作：小林　誠

〒151-24　東京都渋谷区代々木4-33-10　株式会社アスキー

Shienryu

6.8

Developer	Warashi
Publisher	Warashi
Release date	(jp) June 27, 1997
Genre	Shooter
Mode	1-2 Players

Shienryu ("purple flame dragon") is a vertical scrolling shooter released for the Sega Titan Video arcade system in 1997.

Players control either of two double-piloted ships going against the bases of the regime based both on the new mother planet and in space. Enemies will fire blankets of pulse shots across the screen, some larger than others and some taking on wide intricate patterns.

J

Shin Kaitei Gunkan: Koutetsu no Kodoku

5.4

Developer	ASCII
Publisher	ASCII
Release date	(jp) April 4, 1997
Genre	Simulation
Mode	1 Player

Shin Kaitei Gunkan: Koutetsu no Kodoku is a simulation game for the Sega Saturn. The game is based on the anime, Shin Kaitei Gunkan.

J

Shin Theme Park

7.3

Developer	Electronic Arts
Publisher	Electronic Arts
Release date	(jp) April 11, 1997
Genre	Strategy
Mode	1 Player

Shin Theme Park is a variant of Theme Park, presumably tweaked to make it appeal more towards the Japanese market. At its core, it appears to be the same game, though the introduction sequence has been replaced, and big chunks of the visuals were redrawn.

This title should not be confused with the Japanese Playstation version.

J

Shingata Kururin Pa!

6.9

J

Developer	Sky Think System
Publisher	Sky Think System
Release date	(jp) August 9, 1996
Genre	Puzzle
Mode	1-2 Players

Shingata Kururin Pa! is the sequel to Kururin Pa! It was released for the Sega Saturn and Playstation exclusively in Japan.

The game is a 2D puzzle game with 10 different characters and 2 game modes: “Story mode” and “VS mode”. In the game, players join rope pieces that fall from the ceiling. When a fire piece appears, players use it at the end of the joined rope pieces to make them dissapear.

“psxdatacenter.com”

Shinouken

6.4

J

Developer	System Vision, Saurus
Publisher	SNK
Release date	(jp) April 4, 1997
Genre	Fighting
Mode	1-2 Players

Shinouken is a Neo Geo 2D fighting game released in 1996. The Sega Saturn version is a port of the Neo-Geo CD port. The Saturn version was only released in Japan, however other versions made it to the west as Ragnagard. Unlike the arcade version, in which the player could play as one of the bosses by entering a cheat code, the Sega Saturn version allowed the player to play as the bosses only by entering the versus mode.

The game’s characters are all based on Shinto deities.

Shinrei Jusatsushi Taroumaru

7.0

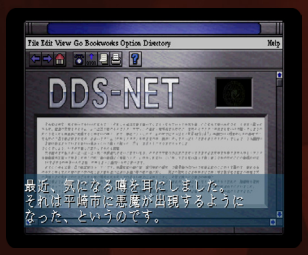
J

Developer	Time Warner Interactive
Publisher	Time Warner Interactive
Release date	(jp) January 17, 1997
Genre	Beat-’em-up
Mode	1-2 Players

Shinrei Jusatsushi Tarōmaru, also known as Psychic Assassin Taromaru and Psychic Killer Taromaru, is a side-scrolling action game by Time Warner Interactive.

The game has the distinction of being one of the Sega Saturn’s rarest and most difficult games to obtain, mainly due in part to Time Warner Interactive ceasing operations after only 7,500 copies of it were manufactured. eBay auctions for the game can start for as high as $500.

8.6



J

Shin Megami Tensei: Devil Summoner

Developer	Atlus
Publisher	Atlus
Release date	(jp) December 25, 1995
Genre	Role-playing
Mode	1 Player

Shin Megami Tensei: Devil Summoner is a role-playing game developed and published by Atlus. Forming part of the Megami Tensei series, it is the first title in the Devil Summoner subseries. It was first released for the Sega Saturn in December 1995, and received a port to the PlayStation Portable in December 2005. Despite reports of it being planned for localization, neither version has been released outside Japan.

Set in the city of Hirasaki in modern-day Japan, the story follows a college student whose death at the hands of demons forces his soul into the body of Summoner Kyouji Kuzunoha. Now in Kuzunoha's body, the protagonist must investigate the appearance of demons in the town and the activities of Sid Davis, the Dark Summoner responsible for killing the protagonist and Kuzunoha.

This is a role-playing game in which the player takes control of a silent protagonist that can be named and whose personality is determined by dialogue choices made in the game. Navigation is split into two types: standard navigation through the game's dungeons in a first-person view, and navigation around the protagonist's home of Hirasaki City using a overworld map. During dungeon navigation, the player's route is automatically mapped, and the map can be viewed in the menu screen. NPCs are represented in first-person navigation with 2D sprites, and their speech is represented with head-and-shoulder portraits above dialogue boxes. Quests are available at a location called the House of Divination, which the player can choose to accept in exchange for rewards. Various stores are scattered throughout Hirasaki City for buying items, weapons and armor, and healing the player's party and reserves. A key currency in the game is Magnetite, which is used for summoning demons and as currency in some of the stores.

Enemies are confronted on the overworld map and in dungeons through both random encounters and staged battles. Battles are governed by a turn-based system: the player's and enemy's parties each get a turn during which they can perform available actions. The player party is arranged in a three-by-two grid, with their positioning effecting how they can attack enemies: for instance, short-ranged attacks are made less effective if the selected party member is in the back row. The player has access to multiple commands in battle: "Sword", "Gun", "Magic" and "Extra". Items can also be used in battle, and the player can choose to escape from most encounters aside from key boss battles. An "Auto" option is also available, where the entire party is commanded using the game's artificial intelligence. At the end of each successful battle, experience points are distributed among party members depending on the strength of the enemy, and the protagonist is given Ability Points to assign to six different attributes which affect his performance in battle.

Key elements in the game are negotiation with and the fusion and creation of demons. Encountered in battle, demons can be talked with and negotiated into running from the battle, giving money or items, or joining the player's party. If the negotiation fails, the demon will attack. Once a demon is won over, they are given a loyalty meter which is influenced by the player's actions. If the

demon is treated well and performs actions in battle it approves of, its loyalty will increase. If the opposite occurs, the demon will begin to disobey the protagonist, then leave. Demons can be fused together at a special location in the game called the Hotel Goumaden, where fusions are supervised by the NPC Dr. Victor. Demon fusion is governed by a comparability system, with more favorable fusions emerging from better demon compatibility. Demons can also be fused with weapons to grant stat boosts, and after a certain point in the game artificial demons called Zomas can be used and strengthened through repeated fusions.

Shin Megami Tensei: Devil Summoner is the first entry in the Devil Summoner series, which forms part of the larger Megami Tensei series: as with other entries, its narrative takes the form of a modern-day detective story as opposed to the series' more prevalent post-apocalyptic settings. The concept for Devil Summoner originated during the development of Shin Megami Tensei II and Shin Megami Tensei If... for the Super Famicom. During the development of II, series producer Kouji Okada considered creating a more imposing sequel, but instead created If... as a smaller-scale spin-off title. The positive reaction to If... gave Okada the freedom to realize long-held concepts for a "parallel world" as an extension of the original concept for If.... Odaka was the game's director, while the script was written by regular Megami Tensei writer Ryutaro Ito. The story and atmosphere drew on themes from detective fiction, particularly the melancholic and hardboiled fiction of Raymond Chandler. One of Ito's favorite pieces of dialogue was the opening segment, where the protagonist is dragged about by Kumiko on her errands, during which the protagonist's personality is determined by the player.

In its first week of release, the Sega Saturn version of Devil Summoner sold 264,822 copies. As of 2007, it sold 355,656, becoming the 14th best-selling game for the system in Japan.

Famitsu gave the original version a positive review, with it scoring 35 out of 40 points: the four reviews gave it scores of 9, 9, 9 and 8 out of 10. In a feature on the game for GameFan, Casey Loe noted the game's *"clean and crisp"* 3D visuals, called the enemy design excellent, and thought the full-motion video sequences were the best to be found on the Saturn system. She ended by praising Atlus' plans for releasing a title so deep and mature for the Western market.

Shin Megami Tensei Devil Summoner: Akuma Zensho

Developer	Atlus
Publisher	Atlus
Release date	(jp) April 26, 1996
Genre	Miscellaneous
Mode	1 Player

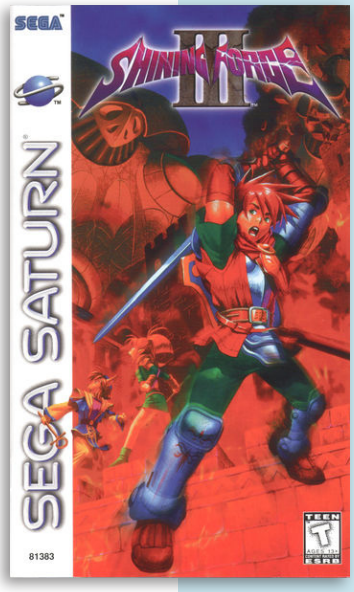
Devil Summoner: Akuma Zensho ("Devil Dictionary") was released a few months after Devil Summoner, This is a fan disc that includes data and extra artwork about all of the monsters included in the game. The disc also details the mythological origins behind all of the creatures.

7.3

パッケージイラスト]

Shining Force III

8.5



J N P

Developer	Sonic! Software Planning, Camelot Software
Publisher	Sega
Release date	(jp) December 11, 1997
Genre	Role-playing
Mode	1 Player

Shining Force III is a fantasy turn-based tactics role-playing game designed for the Saturn by Camelot Software Planning. It is a continuation of the Shining series. Comprising three separate but overlapping storylines, the Japanese version of Shining Force III was released in three volumes, known as: Scenario 1 “God Warrior of the Kingdom”, Scenario 2 “Target: Child of God”, and Scenario 3 “Bulzome Rising”. For players who collected all three volumes, Camelot Soft also issued a Premium Disc featuring artwork, a character model viewer, and additional extras.

In the United States and Europe, only Scenario 1 was released. The real ending to the game can only be viewed by completing all the games in the series.

Like earlier Force games in the Shining series, Shining Force III is a turn-based tactical role-playing game. Battles take place in square grids, and each unit occupies one square. Each unit can move up to a fixed amount of squares along the battlefield, determined by its Move statistic. Depending on its location relative to enemies and to allies, a unit can also perform one action: attack, cast a spell, use an item, or search the area. Some commands, such as equipping or dropping items, do not count as actions. The order of turns is determined by the unit’s agility score and a random seed.

Each character has a class, which defines a set of abilities for that unit and determines the spells and equipment they have access to. A character can be promoted to another class at any level between 10 or 20.

Shining Force III also possesses an exploration mode that occurs outside of battle. This gameplay mode is essentially a Japanese-style traditional RPG, along the lines of Final Fantasy or Dragon Quest, although there are no labyrinths and few puzzles to solve. In this mode, the player’s army is represented by its leader, who is able to walk around, interact with people, find treasure, buy equipment and items, outfit the army and choose which of the army’s members will be used in battle.

Scenario 1, God Warrior of the Kingdom, features Synbios, a young lord from the Republic of Aspinia. Aspinia was once a part of the Empire of Destonia, but seceded after a war of independence spearheaded by some of the more democratic-minded nobles.

As the game begins, Synbios is part of a military force representing Aspinia at a peace conference in the neutral city of Saraband. Due to manipulation by outside forces - full-scale war breaks out again between Aspinia and Destonia. The majority of the game’s storyline covers this conflict as well as Synbios and his team’s fight against a sect known as Bulzome.

8.5

Shining Force III Scenario 2: Nerawareta Miko

J

Developer	Sonic! Software Planning, Camelot Software
Publisher	Sega
Release date	(jp) April 29, 1998
Genre	Role-playing
Mode	1 Player

Shining Force III Scenario 2: Nerawareta Miko is a direct sequel to Shining Force III Scenario 1, both being part of the Shining series of games.

The second game features Medion, Prince of Destonia, and youngest of three sons of Emperor Domaric. Although loyal to his father and his country, he senses that there are other forces at work beneath the tensions between Aspinia and Destonia. He attends the conference in Saraband on behalf of Destonia, along with his brothers Arrawnt and Mageron. As discovered in Scenario 1, much of this influence comes from the Bulzome sect, as well as collaborating separatist factions within both Destonia and Aspinia. Medion works parallel to Synbios of Aspinia, often disposing of rogue Aspinian elements to spare Synbios's force from fighting against its own countrymen.

8.6

Shining Force III Scenario 3: Hyouheki no Jashinguu

J

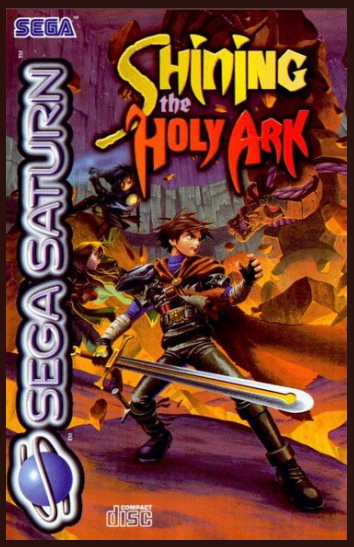
Developer	Sonic! Software Planning, Camelot Software
Publisher	Sega
Release date	(jp) September 23, 1998
Genre	Role-playing
Mode	1 Player

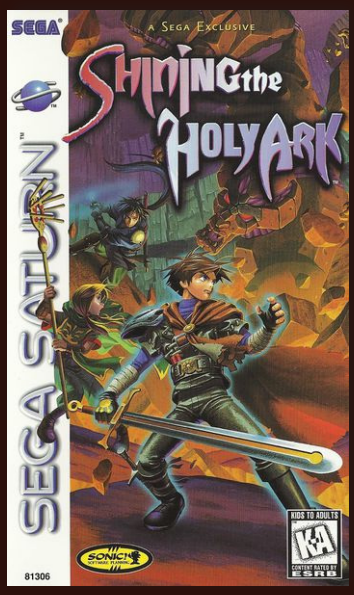
Scenario 3, Bulzome Rising, stars Julian, a mercenary who appears as a secondary character in both Scenario 1 and Scenario 2. He is for all intents and purposes the true main character of Shining Force III. His initial motivation as the story begins is to track down and kill Galm, one of, if not the, most powerful member of the Vandals, a powerful race of beings that existed over 1,000 years ago. Julian believes that Galm killed his father and is seeking revenge. This story arc is first introduced in an earlier Shining game, Shining the Holy Ark, in which Julian appears as a young boy who asks the party to search for his missing father.

Scenario 3 starts about 60% through scenario 2's story, and focuses primarily on battles against the Bulzome Sect and their allies in both Aspinia and Destonia. While scenarios 1 & 2 happen at roughly the same time, much of scenario 3 takes place after both, but there is some "overlap". Eventually Julian leads a three-party coalition consisting of the armies of both Synbios and Medion, to engage in the final conflict against Bulzome, a powerful Vandal long sealed in another dimension, and the true orchestrator of the conflict.

Shining the Holy Ark

8.3





J N P

Developer	Sonic! Software Planning
Publisher	Sega
Release date	(jp) December 20, 1996
Genre	Role-playing
Mode	1 Player

Shining the Holy Ark is a first person role-playing game released for the Sega Saturn. It is a part of Sega's Shining series of video games.

Shining the Holy Ark takes place 20 years before Shining Force III. While in the town of Enrich, Arthur and the others meet a young boy named Julian. He tells them that his father went to investigate a haunted mansion in the woods, but never returned. Since that time he has been in the care of a family friend. It would later be discovered that Julian's father was killed by Galm, one of the mythical Vandals that ruled over the world during the time of the 1,000 year kingdom. His father's death compels Julian to seek revenge against Galm, which sets into motion his involvement in the events of Shining Force III.

Gameplay is most similar to Shining in the Darkness, a 1991 Sega Genesis game,; the player explores towns and dungeons in the first-person view, with battles almost exclusively taking place in dungeons. Battles take place in a turn-based format, maintaining the first-person view but also allowing the player to view allies as they take their actions. One unique mechanic is the "pixie" system, where the player can befriend pixies that will attack enemies as the party encounters them.

The story of Shining the Holy Ark was designed with a more mature audience in mind than earlier games in the Shining series were targeted towards. In a 2009 interview, producer Hiroyuki Takahashi commented: *"Until [Shining] Wisdom, the idea had been simply to develop a story that would attract a broad range of users. From Holy Ark on, the story and game were redesigned to focus on the Saturn players of the time. Japanese Saturn owners were generally in their late-teens or early-twenties. The age group had shifted away from children, so... the concept was 'fantasy that can be enjoyed by adults'. This new approach led to a darker, deeper world than we had been creating for the 'all ages' category prior to Holy Ark. We started to work on the plot of a story that would be appropriate in such a world."* The game's soundtrack was composed by Motoi Sakuraba, who later wrote the music for Shining Force III.

SEGA

真・ロープレ伝説、ここに始まる。

バルメキア大陸きっての平和な国家「オデカン」。
しかし、この地には伝説の魔族が加担した巨人族の
英雄が封じ込まれているという秘密が隠されていた。
そして今、オデカン国に災厄をもたらす目的で
伝説の巨人を甦らせようと暗躍する者がいた…。

-シャイニング・ウィズダム

SHINING WISDOM

8月11日発売予定 5,800円

新感覚！『連打システム』で熱中必至!!

あのシャイニング・フォースシリーズの最新作がいよいよセガサターンに登場!! 今回の「シャイニング・ウィズダム」は、なんとシリーズ初のアクションロープレ。CGレンダリング、モーフィングなどの最新CG技術を使用した圧巻のビジュアルはセガサターンならでは。また、システム面でもボタンの連打によってプレイヤーのスピードや攻撃方法をコントロールする「連打システム」を採用し、操作性も抜群です。

すごいソフトは、セガサターンから。

ロープレ王国

SEGA SATURN

初回限定ロープレ王国キャンペーン

●インフォメーション・アクセスカード
製作者自らが語るより深いゲーム内容、開発裏話などのマル秘情報が電話やFAXで聞けるぞ!

●パワーメモリー用特製インデックス

すごいソフトは、セガサターンから。
セガサターン
SEGA SATURN

好評発売中 34,800円

© SEGA ENTERPRISES, LTD. 1995

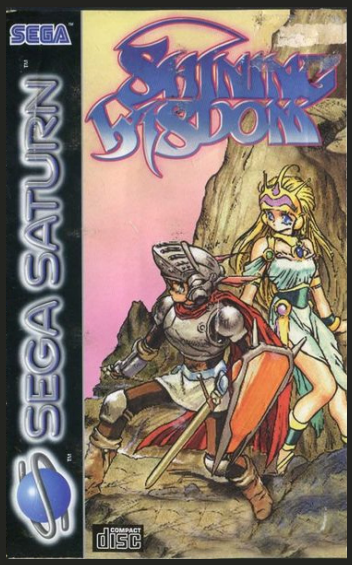
株式会社 セガ・エンタープライゼス 〒144 東京都大田区羽田1-2-12 お客様相談センター ☎0120-012235 受付時間 月～金 10:00～17:00（除く祝祭日）

●表示価格は消費税抜きの標準小売価格です。

Shining Wisdom

Developer	Sonic! Software Planning
Publisher	Sega, (us) Working Designs
Release date	(jp) August 11, 1995
Genre	Role-playing
Mode	1 Player

8.0



J N P

Shining Wisdom is a action-adventure game released for the Sega Saturn. It is a part of Sega's Shining series of video games.

Shining Wisdom takes place on the continent of Parmecia just a few years after Shining Force II, and is a sequel of sorts to that game. Sarah and Kazin, who were playable characters in Shining Force II, are roaming the continent in a hunt for Zeon's remaining henchmen. Pazort, the main villain of Shining Wisdom, is a former follower of Zeon, and Sarah and Kazin aid in the fight against him. There are also several references to the hero of Shining Force II, Bowie, though he does not actually appear anywhere in the game. A book even refers to the setting of Shining in the Darkness, Stormsong (referred to in English versions as "Thornwood"). Due to the various name changes and omissions of the North American translation, none of the above connections to the Shining series are apparent in the USA version of the game and they can only be seen in the Japanese and European versions.

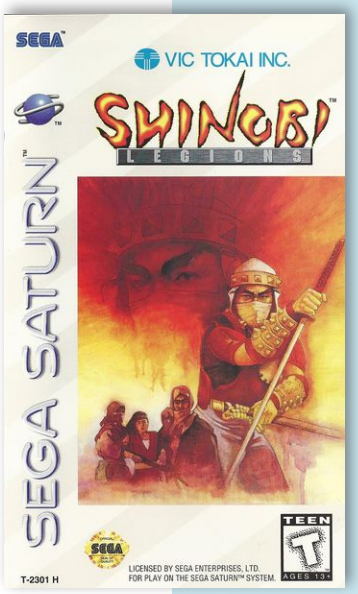
The game differs from its predecessors in the Shining series in that it was the first to employ an action-adventure style of gameplay. Players control one character whose attacks rely on speed and skill, rather than controlling a group of characters who engage in turn-based combat sequences and increase their stats as the game progresses. The gameplay is similar to that of The Legend of Zelda series. Shining Wisdom has a unique system of attacks based on a combination of acquired items and "orbs." The graphics employ CGI-rendered sprites, and a top-down camera angle.

Shining Wisdom was originally designed for the Mega Drive, and adapted for the Sega Saturn at the last minute, presumably in order to bolster the new system's library of games. All the characters in the game were modeled using Softimage 3D.

The four reviewers of Electronic Gaming Monthly lambasted Shining Wisdom, citing mediocre and outdated graphics, a lack of originality, and the linearity of the quest. They also criticized the Working Designs translation for its ridiculing of other games on the market, remarking, *"Considering the lackluster quality of this generic title, they have a lot of nerve."*

Shinobi Legions

7.4



JNP

Developer	Sega, Tose
Publisher	Sega, (us) Vic Tokai
Release date	(jp) June 30, 1995
Genre	Action-platformer
Mode	1 Player

Shinobi Legions, known as Shinobi X in Europe and as Shin Shinobi Den in Japan, is an action game in the Shinobi series, developed and published by Sega in 1995 for Sega Saturn.

Shinobi Legions is a traditional side-scrolling action game, which means that each level must be finished from left to right. Along the way, the protagonist ninja Sho will come across various foes and obstacles that will test the player's skill, including boss encounters. The gameplay itself is largely the same as that in the Sega Genesis game, Shinobi III: Return of the Ninja Master. However this time emphasis lies on the use of Sho's katana instead of his shuriken, and separate buttons are now used to control them.

The four ninjutsu techniques from earlier Shinobi games have also disappeared. Instead, Sho gains his special abilities by picking up various items scattered across each level. Among them are simple power-ups (yellow and red orbs to restore his hit points) or temporary ninjutsu abilities, such as the Great Sword or the Bunshin clone shield against enemy attacks.

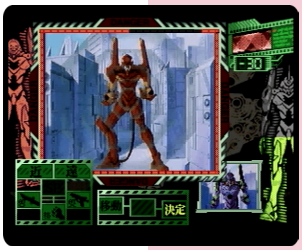
Also found in each level are blue orbs called life spheres. Every time the player manages to collect ten of them, Sho gains one continue. Some item crates contain bombs that will damage Sho if he is standing too near.

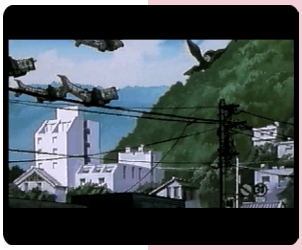
The European version of Shinobi Legions, published by Sega Europe and released as Shinobi X (a revert to the game's original title from when it was first announced at the Tokyo Toy Show in June 1994), was delayed and released in late 1995. It was delayed because Sega Europe's producer David Nulty disliked the original music score and wanted to change it for the European release, in a similar way that Sega of America did years before with the North American release of Sonic CD.

The whole in-game tracks were replaced by noted British video game composer Richard Jacques, while the cutscene music tracks were left intact. Jacques composed the soundtrack in imitation of the style of Yuzo Koshiro's The Revenge of Shinobi. The North American version, published earlier the same year by Vic Tokai, had retained the same music as the Japanese version.

7.1

Neon Genesis Evangelion





Developer	Sega CS
Publisher	Sega
Release date	(jp) March 1, 1996
Genre	Adventure
Mode	1 Player

Shinseiki Evangelion is a Japan-only release of a Neon Genesis Evangelion episode in the form of a video game. Following the story of the popular animé series, the game presents an episode of its own. The player controls Shinji Ikari, the main character of the series. A new Angel appears and attacks Unit-01. As a result, Shinji loses his memory.

The game contains several cut-scenes made by Gainax, the creators of the TV series. Many scenes are taken directly from original Neon Genesis Evangelion episodes. The player gains control when they have to make decisions for Shinji (choose correct answers, etc.), and when fighting Angels. The player should figure out which attack the Angel is using, and press corresponding buttons to defend and to counterattack it.

"mobygames.com"

Shin Package

8.2

Shinseiki Evangelion: 2nd Impression

Developer	Sega CS
Publisher	Sega
Release date	(jp) March 7, 1997
Genre	Adventure
Mode	1 Player

This is the second Neon Genesis Evangelion "interactive animé" for Saturn. The events of the game take place just after Episode 14 of the TV series. A new girl called Magumi arrives to the school where the hero of the series Shinji Ikari studies. The two start developing feelings for each other, when a new Angel attacks. The player controls Shinji through series of decisions (there are now three or four choices each time, as opposed to the prior game that had only two, and a branching story line) and through the fights. Much of the movie footage depicting combat is presented in 3D. The player selects moves from time to time; correct selections lead to the continuation of the movie - and hence, the game.

The game came with an extra mini-cd containing the two theme song tracks. A book, 2nd Impression Bible, was published by Newtype and features screenshots, commentary by the production staff, sheet music to the new songs, etc.

「何事にも、イレギュラーはある。全て修正可能な範囲の
アンタのその事なかれ主義とかしなさいよ!」「す
僕に似ているのかもしれない」「私たち、似ている
人を創った」「お腹、空かないから」「好きな人がいるって、

山岸マユミ

セカンドインプレッションだけのオリジナル・キャラクターとして、
転校生山岸マユミが登場。声優は人気の氷上恭子さんが担当。
ますます見逃せない。

3月7日発売予定

セガサターン用　シナリオメイキングアドベンチャー

新世紀エヴァンゲリオン・セカンドインプレッション

EVANGELION

希望小売価格
6,800円(税別)

リアルタイムポリゴン

エヴァと使徒にポリゴン技術を採用。モーションキャプチャーによるスムーズな動きで、
まるで実写映画のような立体感あふれる迫力の戦闘が展開する。

「列車の中には、[illegible]それで」「急が
「成長しているのよ。蝶が幼虫からサナギ。サナギから
中に……何かがいる」「明日は今日よりもいい日かもし
[illegible]」「結局は、みんな嘘付きなのか
[illegible]だね」「好きな女の子の[illegible]
てない方が、良かった」「バカ!!大バカ[illegible]

シングルCD付属:

ボーナス・トラックとして、地球防衛バンドによる
「君が、君に生まれた理由」/歌:氷上恭子 ほか
オリジナル挿入歌計2曲を収録したシングルCDを付属。
セカンドインプレッションでしか聴くことのできない新曲だ。

1600万色シネパック

SEGA™

Evaカードコレクションキャンペーン

応募締切/
6月末日(当日消印有効)

Evaソフト2本で、もれなくオリジナル・カードダス マスターズがもらえる!

3月7日発売予定
「新世紀エヴァンゲリオン
2nd Impression」
¥6,800(税別)

「新世紀エヴァンゲリオン」(リニューアル版、2/14発売予定)と「新世紀エヴァンゲリオン セカンドインプレッション」(3/7発売予定)を両方お買い上げの方に、うれしいチャンス!!①「新世紀エヴァンゲリオン」のパッケージ帯についている「応募券」を②「セカンドインプレッション」に入っている「専用応募ハガキ」に貼付して応募して下さい。もれなく「オリジナル・カードダス マスターズ」(非売品—ソフトに入っているものとは別のものです)をさらに3枚プレゼントします。

※以前に「新世紀エヴァンゲリオン」(5,800円・税別)を購入されている場合も、キャンペーンの対象となります。詳しくは「セカンドインプレッション」に入っている「専用応募ハガキ」をご覧下さい。なお賞品の発送はご応募後の約1ヶ月後位となります。

◀ パッケージをリニューアル。さらにオリジナル・カードダス マスターズ3枚つきスペシャル・プライスで登場。
「新世紀エヴァンゲリオン」2月14日発売予定　2,800円(税別)

株式会社 セガ・エンタープライゼス
〒144 東京都大田区羽田1-2-12 お客様相談センター ☎0120-012235受付/月～金曜日:10時～17時(祝祭日除く)
SEGASATURNおよびは株式会社セガ・エンタープライゼスの商標であり、SEGASATURN専用の周辺機器・ソフトウエアを表すものとしてその表示を承認したものです。　●表示価格は消費税抜きのメーカー希望小売価格です。

出来事だよ ごめん……」「謝れば済むと思ってる、
いません。 ないで」「あの子……
のかも知れませんね」「そして神は、自分の姿に似
いいことだわ」「私、泣いてるの？」「よっ

第X話
プレイ内容により多彩に変化するストーリー展開。
自分だけのオリジナル・ムービーがつくれるソフトが、さらにパワーアップ!
幼虫→サナギ→成虫と3段階に成長するオリジナル新使徒も登場。

SEGA SATURN™

2nd Impression

せて!戦場は市街のド真ん中よ!」
成虫に変わるように」「私の
れない。だから
もね。他人にも
ゃない？」「私
つ真実

オリジナル・カード:
セカンドインプレッション以外では決して手に入らない
「オリジナル・カードダス マスターズ」を3枚付属。
キャンペーンと合わせて、貴重なカードをコレクションするチャンス。

遂に、登場。

リアルモデル エヴァンゲリオン

リアルな造形美。今、話題の
アクションフィギュアで新登場。本物は、やはり凄い。
●ノンスケール頭上高18cmのコレクションモデル
●塗装済、組立作業一切なし●関節可動しポーズ変更が可能
2月22日発売予定
ブリスターパッケージ入り **価格:各1,980円**(税別)

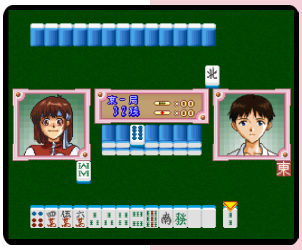
初号機付属装備:
外部電源プラグ／EVA専用パレットライフル／プログレッシブ・ナイフ(EVA-01装備)／改造大出力狙撃用ポジトロンライフル
零号機改付属装備:
外部電源プラグ／耐熱耐光破陽御盾／EVA専用試作ハンドガン／EVA専用バズーカ砲／ロンギヌスの槍
弐号機付属装備:
外部電源プラグ／プログレッシブ・ナイフ(EVA-02装備)／ソニック・グレイブ／スマッシュ・ホーク／EVA専用ポジトロンライフル

セガサターンソフト取扱い店の中には、フィギュアは取扱っていないお店もあります。

©GAINAX/Project Eva.・テレビ東京・NAS ©SEGA ENTERPRISES,LTD.1997 ※画面は開発中のものです。

新次元 セガサターン
SEGA SATURN
希望小売価格 ¥20,000(税別)

6.0



J

Shinseiki Evangelion: Eva to Yukai na Nakamatachi

Developer	Tamtam, Bandai, Victor
Publisher	Gainax
Release date	(jp) November 5, 1998
Genre	Table
Mode	1 Player

Shinseiki Evangelion: Eva to Yukai na Nakamatachi is a mahjong game. The game feature 17 characters from some of the most popular Gainax franchises; Evangelion, Gunbuster, and Secret of Blue Water Wonderland who clash in a Mahjong tournament.

7.0

Shinseiki Evangelion: Digital Card Library

Developer	Sega
Publisher	Sega
Release date	(jp) September 25, 1997
Genre	Mini-games
Mode	1 Player

Neon Genesis Evangelion Digital Card Library is a game published by Gainax featuring clips from the TV series and mini games.

Several mini-games and clips are available immediately when players start the game, and to get more they have to play and bet the mini games. More clips or different games are added as they progress.

"Kenshi@gamefaqs.com"

J

7.8

J

Shinseiki Evangelion: Koutetsu no Girlfriend

Developer	Sega
Publisher	Gainax
Release date	(jp) March 26, 1998
Genre	Adventure
Mode	1 Player

Unlike the two previous Neon Genesis Evangelion games, Kōtetsu no Girlfriend is not an interactive movie. The player controls Shinji by selecting locations to travel to, looking at people, and talking to them. The locations are graphically represented as anime-style still screens.

"mobygames.com"

Shinsetsu Samurai Spirits Bushidō Retsuden

6.0

Developer SNK, Musesoft
Publisher SNK
Release date (jp) June 27, 1997
Genre Role-playing
Mode 1 Player

Samurai Shodown RPG, known as Samurai Spirits, a True Story: Bushido Biographies in Japan, is a role-playing game originally released for SNK's Neo Geo CD system.

As the original title does not translate smoothly to English, it is commonly referred to simply as Samurai Shodown RPG. Alternatively, it has also been referred to as Samurai Spirits: True Legends of Furious Bushido RPG.

The basic setup of the game is very similar to most console RPGs, such as Final Fantasy. The characters roam an overworld, enter towns and dungeons, and get into battles, which occur on a separate screen. The menu options enable equipping of armor and accessories, as well as use of items.

At the outset, the player is given the option to choose from six characters to be the "main" character of the story. The basic outline of the plot does not diverge greatly for any of them, but each had different dialogue in-game, and each also had unique special scenes which would go into greater detail of the character. In addition, to better adjust to character continuity, certain stories were modified slightly based on the selected chapter. Over the course of the game, two other characters can also join the party (unless the hero is Genjuro, who only gains a partner in his second story). In addition, the second chapter also introduces a new character, Shippuu no Reon, whose name translates roughly to "The Ringing of the Gale Winds." All characters from the first two Samurai Shodown games make an appearance, either as a temporary helper, plot device, or enemy.

Combat includes an option to input the controller motions for the various special moves manually, as in the arcade games, rather than simply selecting the moves from a list.

While armor and accessories can be bought and equipped, each character has the same weapon throughout the game. Characters can visit blacksmiths to temper and strengthen their weapons. These smiths can also infuse the weapons with one of the game's various elements, which make the weapon's normal strikes and select special moves more effective against certain enemies.

As originally envisioned, the game was to be split into three episodes: one for each of the three games in the series. For a while, it was to be a Neo Geo CD exclusive, but developmental and financial pressures caused SNK to also release it for the other two current systems. SNK decided that each version was to contain only two of the three episodes, thereby necessitating a player to buy two copies of the game in order to get the whole story. This plan resulted in a significant backlash from fans, and was discarded.

Eventually, as development ground on, the executive decision was made to scrap the third chapter entirely, and focus solely on the first two, so as to allow the game to be released sooner.

Shippuu Mahou Daisakusen

6.7

Developer	Raizing
Publisher	Gaga Communications
Release date	(jp) June 14, 1996
Genre	Shooter
Mode	1-2 Players

Kingdom Grandprix, released in Japan as Shippū Mahō Daisakusen Kingdom-Grandprix is a vertically scrolling shooter/racing hybrid arcade game developed by Raizing and published by Eighting. It was later ported to the Sega Saturn.

The Saturn version includes a shooting-only mode. In this mode, the racing aspect is removed and the player is left to play the game at their own pace.

J

Shiroki Majo: Mouhitotsu no Eiyuu Densetsu

7.1

J

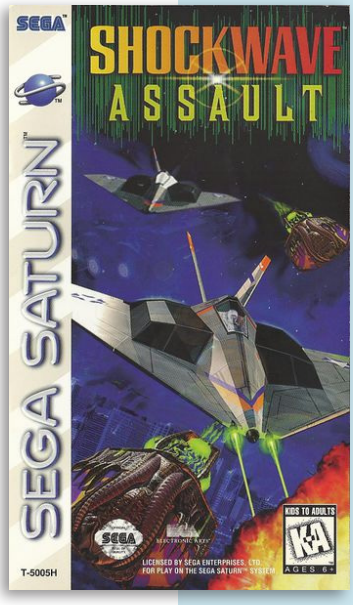
Developer	Falcom, Hudson Soft
Publisher	Hudson Soft
Release date	(jp) February 26, 1998
Genre	Role-playing
Mode	1 Player

Shiroki Majo: Mouhitotsu no Eiyuu Densetsu is an RPG by Falcom ported to the Sega Saturn in Japan by Hudson in 1998. It is the third entry in Falcom's The Legend of Heroes/Eiyuu Densetsu series, and the first entry in that series not to be part of the Dragon Slayer series.

"segaretro.org"

Shockwave Assault

6.3



Developer	Electronic Arts
Publisher	Electronic Arts
Release date	May, 1996
Genre	Shooter
Mode	1 Player

Shockwave Assault is a first person spaceship shooter. It is a conversion of EA's earlier titles Shockwave and its expansion Shockwave: Operation Jumpgate, originally released for the 3DO in 1994. Assault compiles both titles onto one disc.

The series continued with Shockwave 2: Beyond the Gate, released around the same time as Assault, but remained a 3DO exclusive.

"segaretro.org"

N P

Shougi Matsuri

7.4

Developer Seta
Publisher Seta, Random House, Nihon Shogi Network
Release date (jp) September 15, 1995
Genre Table
Mode 1-2 Players

Shougi Matsuri is a shougi game, developed by Seta Co., Ltd., Random House Inc., Nihon Shogi Network and published by Seta Co., Ltd., which was released in Japan in 1995 for the Sega Saturn.

J

Shoujo Kakumei Utena: Itsuka Kakumei Sareru Monogatari

7.9

Developer Sega CS1
Publisher Sega
Release date (jp) May 28, 1998
Genre Adventure
Mode 1 Player

The game is a side story of the Shoujo Kakumei Utena anime, set between episodes 8 and 9 of the TV series.

The protagonist is a female student who transfers to Ohtori Academy and becomes involved with the political intrigue and sword duels that characterise it.

"vndb.org"

J

Shouryuu Sangoku Engi

5.9

Developer [RON]
Publisher Imagineer
Release date (jp) July 19, 1996
Genre Strategy
Mode 1 Player

Shouryuu Sangoku Engi is an historical simulation game for the Sega Saturn.

The game is apparently based on the Romance of the Three Kingdoms novels.

J

4.1

Shunsai

Developer	Naxat Soft
Publisher	Naxat Soft
Release date	(jp) August 23, 1996
Genre	Simulation
Mode	1 Player

Shunsai horse racing simulation game, developed and published by Naxat Co., Ltd. (Naxat Soft), which was released in Japan in 1996 for the Sega Saturn.

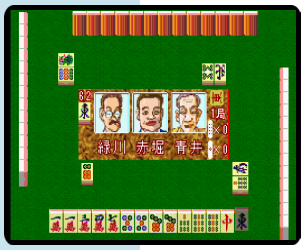
J

Shusse Mahjong Daisettai

5.7

Developer	King Records
Publisher	King Records
Release date	(jp) December 13, 1996
Genre	Table
Mode	1 Player

Shusse Mahjong Daisettai is a mahjong game for the Sega Saturn. The game feature a story mode where players can choose from beginner to professional difficulty.



J

7.1

Shutokou Battle ‘97:
Tsuchiya Keiichi & Bandou Masaaki

Developer	Genki
Publisher	Imagineer
Release date	(jp) February 28, 1997
Genre	Racing
Mode	1 Player

Shutokou Battle ‘97: Tsuchiya Keiichi & Bandou Masaaki is a racing game for the PlayStation and Sega Saturn. The Saturn version was only released in Japan; the PlayStation version was released as Tokyo Highway Battle overseas.

The game simulated illegal highway racing, which was most popular in the 60’s and in Tokyo.

J

Shutsudou! Mini-skirt Police

5.3

Developer	Sada Soft
Publisher	Sada Soft
Release date	(jp) September 25, 1997
Genre	Mini-games
Mode	1 Player

Shutsudou! Miniskirt Police feature different mini games and FMV's. It was published by Sada Soft and developed by Genki for the Sega Saturn.

The limited edition version of the game comes with a mini audio CD and miniskirt police figure.

J

Side Pocket 2

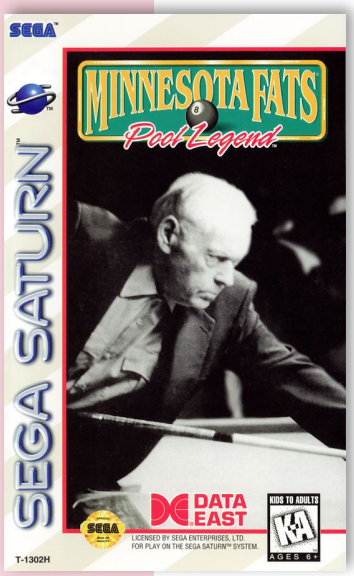
6.1

J N

Developer	Data East
Publisher	Data East
Release date	(jp) March 31, 1995
Genre	Sports
Mode	1-2 Players

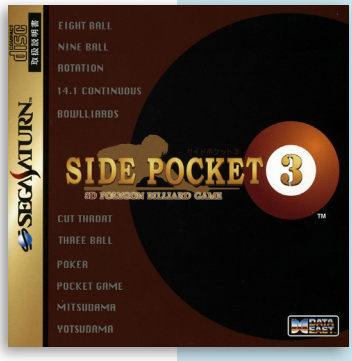
Side Pocket 2 is a billiards game released for the Sega Mega Drive and Sega Saturn in 1995. When brought to North America, the game was renamed Minnesota Fats: Pool Legend.

While the Mega Drive and Sega Saturn versions of Side Pocket 2 share similar gameplay, the Saturn version has an entirely different story mode, complete with full motion video cutscenes. The two versions also have different soundtracks.



Side Pocket 3

6.5



Developer	Data East, HighwayStar
Publisher	Data East
Release date	(jp) July 18, 1997
Genre	Sports
Mode	1-4 Players

Unlike the prior installments in the Side Pocket series, Side Pocket 3 renders the pool room environment with 3D polygons. In spite of this, the table can still be viewed in a traditional, top-down fashion.

Play modes consist of: story mode, training mode, trick game mode, and versus mode. Game variants include: eight ball, nine ball, rotation, 14.1 continuous, bowlliards, cutthroat, three ball, poker, pocket game, mitsudama, and yotsudama.

J

Silhouette Mirage

8.1

Satakore

J

Developer	Treasure
Publisher	Treasure, ESP
Release date	(jp) September 11, 1997
Genre	Action
Mode	1 Player

Silhouette Mirage is a side-scrolling video game by Treasure. Initially published by ESP for the Sega Saturn on September 10, 1997, in Japan, the game was later ported to the PlayStation in 1998.

The story takes place over seven levels, as the protagonist travels from the base of Gehena, to the complex containing the computer system of Edo.

The game is an action side-scroller similar to Gunstar Heroes. What makes the game unique is that it works the concept of the two attributes into the game: A figure inflicted by an attack whose attribute differs from it suffers Power damage, and has its spirit (similar to MP) absorbed when inflicted by same-type attacks (it is never absorbed in the Saturn version).

The game is quite difficult to finish completely, especially in the English Playstation version. Most of the initial options are locked and can only be modified if players complete the game's five paths, upon which a special bonus feature is also unlocked.

Silhouette Mirage is filled with biblical allusions. In the original Japanese version almost all the characters and places are named after places and figures from the Bible. In order for it to be accepted in the American market, some of the names and sprites were changed.

Simulation RPG Tsukuru

7.2

Developer	Pegasus Japan
Publisher	ASCII
Release date	(jp) September 17, 1998
Genre	Miscellaneous
Mode	1 Player

Simulation RPG Tsukuru is, much akin to its brethren in the RPG Maker line of games, a construction kit and editor to make RPGs. In this case, it's "simulation" RPGs or, as they're more commonly known, tactical/strategy RPGs in the vein of Fire Emblem and Shining Force.

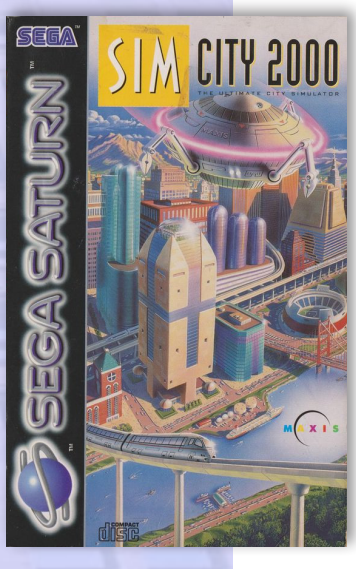
The construction kit gives the player a menu based interface where it's possible to change almost every detail of the game being made.

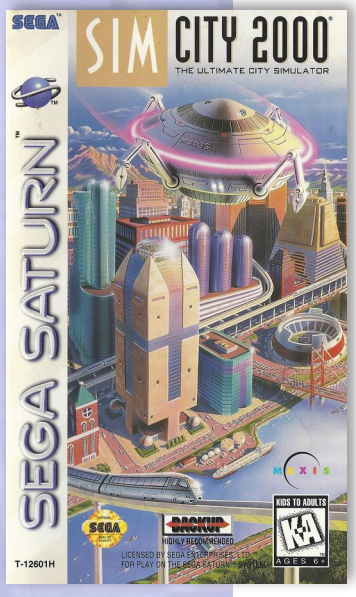
J

Sim City 2000

Developer	Maxis
Publisher	Maxis, (jp) Sega
Release date	(jp) September 29, 1995
Genre	Strategy
Mode	1 Player

8.2





J N P

SimCity 2000 is a city-building simulation game and the second installment in the SimCity series. SimCity 2000 was first released by Maxis in 1993 for Apple Macintosh. In 1995, SimCity 2000 won “Best Military or Strategy Computer Game” Origins Award.

The unexpected and enduring success of the original SimCity, combined with the relative lack of success with other “Sim” titles, finally motivated the development of a sequel. SimCity 2000 was a major extension of the concept. It now has a near-isometric dimetric view (similar to the earlier Maxis-published A-Train) instead of overhead, land could have different elevations, and underground layers were introduced for water pipes and subways.

New types of facilities include prisons, schools, libraries, museums, marinas, hospitals and arcologies. Players can build highways, roads, bus depots, railway tracks, subways, train depots and zone land for seaports and airports. There are also a total of nine varieties of power plants.

The budget and finance controls are also much more elaborate—tax rates can be set individually for residential, commercial and industrial zones. Enacting city ordinances and connecting to neighboring cities became possible. The budget controls are very important in running the city effectively.

Another new addition in SimCity 2000 is the query tool. Using the query tool on tiles reveals information such as structure name and type, altitude, and land value. Certain tiles also display additional information; power plants, for example, display the percentage of power being consumed when queried, and querying roads displays the amount of traffic on that tile.

The first console version of the game, one of the first games announced for the Sega Saturn, and one of the first titles for the American Sega Saturn, it was released in fall of 1995.

This version had several changes. The game has enhanced graphics for all buildings. The buildings will change at the year of 1950 and 2000. There are also 3D animations displayed for each building in the building query windows. The scenarios from the Great Disasters expansion packs are included. The gameplay remains the same for the most part.

5.2

Simulation Zoo

J

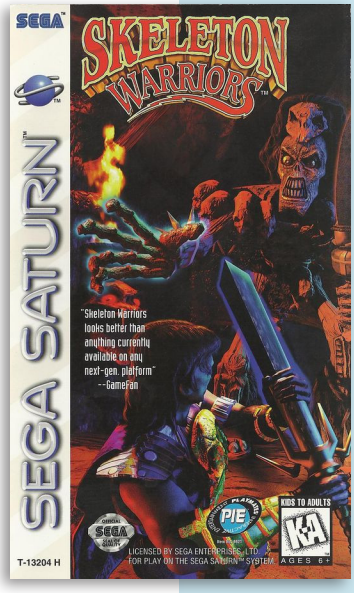
Developer Computer & Entertainment Inc., Alfa System
Publisher Soft Bank
Release date (jp) February 7, 1997
Genre Simulation
Mode 1 Player

Simulation Zoo is a Sega Saturn game developed by Computer & Entertainment Inc.. It stands as C&E's only licensed video game for a Sega system - their previous works for the Sega Mega Drive had all been produced without a license and released only in mainland Asia.

"segaretro.org"

Skeleton Warriors

7.1



Developer Neversoft Entertainment
Publisher Playmates Interactive Entertainment
Release date (us) April 16, 1996
Genre Action
Mode 1 Player

Skeleton Warriors is based off a short-lived line of toys/animated series with the same name. The game is a side-scrolling action game interspersed with third-person hoverbike segments. It is presented in "2.5D", in that while most of the action takes place in two dimensions (with pre-rendered 2D sprites), levels are built with 3D geometry. Like a traditional arcade beat-'em-up, progression usually requires defeating set amounts of on-screen enemies without being killed.

"segaretro.org"

N P

5.9

Skull Fang: Kuuga Gaiden

J

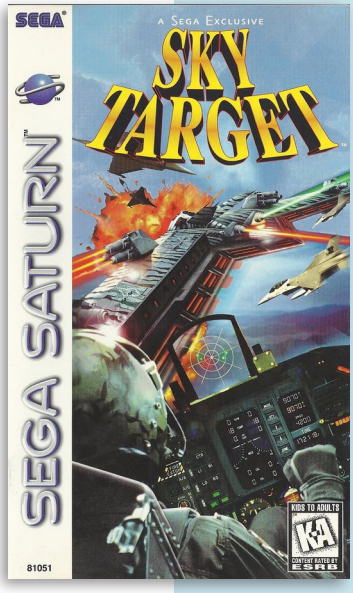
Developer Aisystem Tokyo
Publisher Data East
Release date (jp) May 30, 1997
Genre Shooter
Mode 1-2 Players

Skull Fang: Kuuga Gaiden was first released as a 1996 vertical-scrolling shoot 'em up arcade game. The game is the third and final entry in a loose trilogy of games beginning with the 1989 Vapor Trail.

The Saturn port adds several new features, such as a trial mode, a boss rush mode, a tutorial video and an additional speed mode which has two settings rather than five. Occasionally, the sprites suffer from flickering.

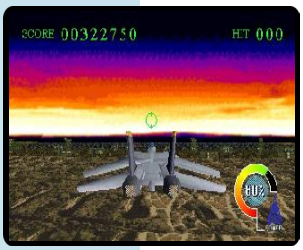
Sky Target

6.3



Developer	Appaloosa Interactive
Publisher	Sega
Release date	(jp) April 25, 1997
Genre	Shooter
Mode	1 Player

Sky Target was originally released as a 1995 arcade game. The game is a rail shooter featuring a number of planes including the default F-14D Super Tomcat. It is best remembered for its semi-official connection to Sega’s earlier hit After Burner. The Saturn port retains the gameplay of the original but has completely redone cutscenes, a difficulty select option, and a new Ranking Mode.



J N P

Slam ‘n Jam ‘96 Featuring Magic & Kareem

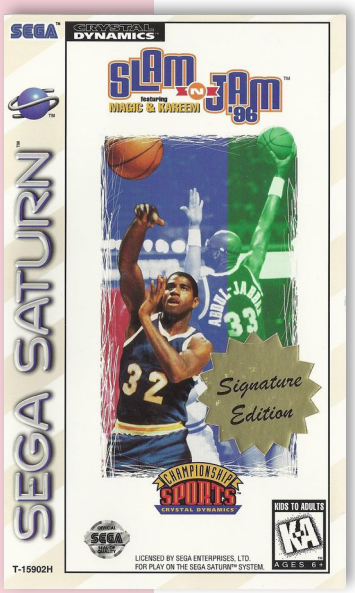
7.3

J N P

Developer	Left Field Productions
Publisher	Crystal Dynamics, (jp) BMG Victor
Release date	(us) May 22, 1996
Genre	Sports
Mode	1-4 Players

Slam ‘N Jam ‘96 featuring Magic & Kareem is a fast paced 5-on-5 basketball. The game features no real NBA license but two real legends: Earvin “Magic” Johnson and Kareem Abdul-Jabbar. There are player stats and skills for each player which are modeled to be similar to their actual NBA counterparts. The game features exhibition, season and playoff modes.

“mobygames.com”



Sokkou Seitokai

6.7

Developer	SIMS, Shinseisha
Publisher	Banpresto
Release date	(jp) January 29, 1998
Genre	Fighting
Mode	1-2 Players

Sokkou Seitokai is an all-girl 2D fighting game based on a manga. The game feature full voice acting. The announcer, characters, and the story cutscenes all have voice acting.

J

Slayers Royal

Developer	Onion Egg
Publisher	Kadokawa Shoten, Entertainment Software
Release date	(jp) July 25, 1997
Genre	Tactical role-playing
Mode	1 Player

Slayers Royal is a 1997 tactical role-playing game originally released for the Sega Saturn. Slayers Royal was the third video game adaptation on the Slayers franchise and the first that featured the full motion video cut scenes and voice actors from the anime versions.

Contrary to its two purely role-playing predecessors in the comedy fantasy franchise Slayers video game entries, Royal is a tactical RPG. The game is split between Adventure Mode and Battle Mode:

Adventure Mode itself has two components, conversation and travel (including visiting in-town locations such as stores and inns as well as dungeons).

Battle Mode features an isometric-view perspective similar to this used in Final Fantasy Tactics and is round-based for selecting orders, followed by their execution ending with a next turn.

7.4

J

Slayers Royal 2

6.8

J

Developer	Onion Egg
Publisher	Kadokawa Shoten, Entertainment Software
Release date	(jp) September 3, 1998
Genre	Tactical role-playing
Mode	1 Player

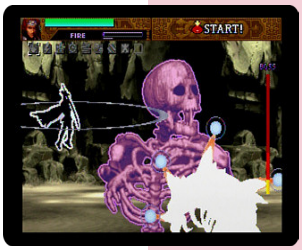
Slayers Royal 2 is a follow-up to 1997's Slayers Royal but is a standalone story in the Slayers franchise and not a direct sequel.

Slayers Royal 2 retains its predecessor's overall gameplay of a tactical role-playing game with exploration phases, but with some differences. Notable changes in comparison with the original Slayers Royal include a simplification of the town-navigation system (which no longer resembles adventure games), the introduction of day/night cycle, and the presence of freely explorable dungeons throughout the game. The combat system has undergone a radical overhaul since the previous game. Instead of the pseudo-real-time turn system, it is now purely turn-based.

Slayers Royal 2 was commercially successful, having remained on Japan's Sega Saturn top ten list five weeks after its release. However, the game received slightly-above-average review ratings.

Sol Divide

7.8



J

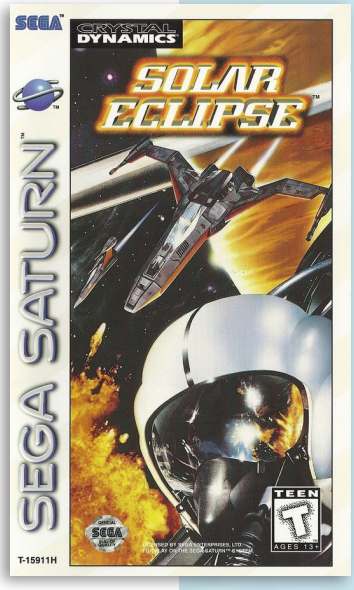
Developer	Psikyo
Publisher	Atlus
Release date	(jp) July 2, 1998
Genre	Shooter
Mode	1-2 Players

Sol Divide is a 1997 arcade game by Psikyo brought to the Sega Saturn in 1998. The game combines shoot-'em-up and beat-'em-up gameplay: players can move around the screen and shoot but can also attack with special items and weapons, and each screen has a fixed series of enemies to destroy before they move on to the next screen (rather than having everything scrolling).

The port are pretty much arcade perfect. It includes a brief intro movie. There's now a scoring system in the Arcade mode, which will grant multiplier based on successive combos, and it include a rapid fire button. Most noteworthy is the Original Mode, which puts a far greater emphasis on the RPG elements. Here, players are tasked with taking siege on a 17-floor dungeon. After picking a character in the king's throne room, players can choose a variety of items to equip.

Solar Eclipse

5.8

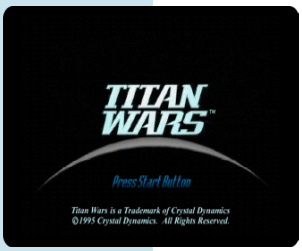


Developer	Crystal Dynamics, Team Titan
Publisher	BMG Victor, Crystal Dynamics, (us) Crystal Dynamics
Release date	(us) November, 1995
Genre	Shooter
Mode	1 Player

Solar Eclipse, released as Titan Wars in Europe, is a 1995 space flight simulation game. It was released exclusively for the Sega Saturn in North America and Japan, but in Europe a port for the PlayStation was also released.

Solar Eclipse was developed under the title "Titan", but the American marketing team decided it would sell better if published as a sequel to the 1994 game Total Eclipse, especially as the two featured similar gameplay and graphical style.

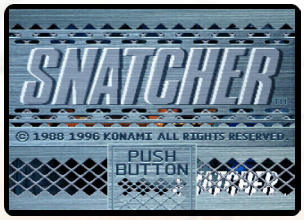
The game is a hybrid of rail shooter and free-roaming space combat simulation; the general direction of the ship's flight is locked in, but the player may manoeuvre vertically and horizontally over a substantial area, and can at certain points choose from multiple routes.

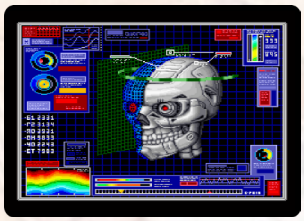


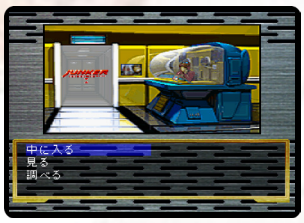
J

Snatcher

7.8

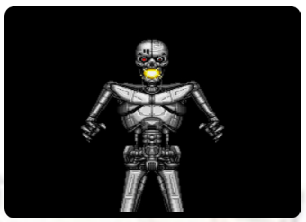






J

Developer	Konami
Publisher	Konami
Release date	(jp) March 29, 1996
Genre	Adventure
Mode	1 Player



Snatcher is a cyberpunk-themed graphic adventure written by Hideo Kojima and produced by Konami. It was originally released in Japan for the PC-8801 and MSX2 computer platforms in 1988. A CD-ROM-based remake for the PC Engine was released in 1992, which was subsequently localized into English for the Sega CD in 1994 in North America and Europe. The enhanced version was later ported twice more to the PlayStation and Sega Saturn in Japan.

The setting and story of Snatcher are heavily influenced by cyberpunk and science-fiction media, taking place in a large futuristic dystopian city. The story revolves around an investigator named Gillian Seed assigned to investigate a breed of bioroids known as “snatchers”, who are killing humans and taking their place in society.

The game is set in a primarily first person perspective and uses a menu-based interface that allows the protagonist (Gillian Seed) to interact with his environment. The player can choose to “Look”, “Investigate”, “Talk”, “Ask” and “Move” (in addition to other options) to acquire key items or receive vital information from other characters. The player can analyze items in Gillian’s belongings or show it to other characters. The player uses Metal Gear (Gillian’s robotic assistant) to communicate with other characters via a videophone or save their current progress.

During key points of the game’s story, the player must pass shooting sequences to defend Gillian from assailants. These shooting segments use a 3x3 grid which the player can target to fire at enemies. A shooting trainer, called “Junker’s Eyes”, is accessible at Junker HQ that allows the player to measure their accuracy.

The original PC-8801 and MSX2 versions of Snatcher were produced by a development team known as Team MetalSlave, led by Naoki Matsui, who was the lead designer of the MSX2 versions of the Gradius series. Hideo Kojima, who had only done the original Metal Gear at this point, served as the game’s planner and wrote the scenario. Other members of the team include character designer Tomiharu Kinoshita, mechanical designer Yoshihiko Ohta, music composer Masahiro Ikariko, and lead programmer Toshiya Adachi. Kojima would later lead the development of Snatcher: CD-ROMantic for the PC Engine, but had no involvement in any of the later versions.

The game was influenced by several science fiction films such as Invasion of the Body Snatchers, Blade Runner, The Terminator, Wicked City, and Akira. Kojima originally planned the story of Snatcher in six acts but was ordered to cut it down to two for the PC-88 and MSX2 versions, resulting in Act 2 concluding with a cliffhanger. Act 3 was added in later versions, starting with the PC Engine release, which feature characters and story elements that were previously introduced in the RPG spinoff game SD Snatcher (although the way the story unfolds differs between the two versions).

Snatcher was first released in 1988 for the PC-8801 and MSX2 computer platforms, and remade for the PC Engine in Super CD-ROM² format under the title of Snatcher CD-ROMantic in 1992. This version, in addition to offering improved graphics and audio, added voice acting during key portions of the game, as well as Act 3. Konami preceded release of Snatcher with a Pilot Disk containing a playable portion of the game, a trailer-like preview, a database of characters and mechanics of the game, a commentary of previous versions by Japanese gaming journalist Akira Yamashita (who previously reviewed the game for Micom BASIC Magazine), among other supplemental content.

An English localization of Snatcher was produced in 1994 for the Sega CD in North America, as well as the Mega CD in Europe and Australia. The Sega CD port was produced specifically for the overseas market and was ported from the PC Engine version. The script was translated by Scott T. Hards, with Jeremy Blaustein (who would later translate Metal Gear Solid) supervising the localization. This version adds support for Konami's Justifier light gun peripheral for the shooting segments.

Several changes were made to conform with the different censorship standards outside Japan, mainly due to sexual content: Katrina's age was changed from 14 in the Japanese version to 18 in the English version due to a nude shower scene she has in the game, and the exposed breast of a dead Snatcher was covered up. A scene featured in the PC Engine version, which depicts a dying dog twitching with its internal organs exposed was redone so the dog is no longer twitching. The clientele at the Outer Heaven night-club, which were originally parodies of popular sci-fi characters such as Kamen Rider and Cornelius, were changed to Konami-owned characters to avoid any potential copyright infringement and certain locations (such as the Joy Division mask shop) were renamed for similar reasons. The naked Snatchers were also redesigned to lessen the resemblance with the Terminator robot: their endoskeletons were repainted with olive-colored body parts and their eyes were changed from red to green, besides other minimal graphic changes. One minor plot change was made to Jean Jack Gibson's last meal in the English version: his final meal was originally whale meat, which was changed to buffalo meat for the localization. Because of the later release of the English version, the year of the Catastrophe was changed from 1991 to 1996 and all other dates in the games were moved accordingly by five years - thus, the present year of the game's story was ultimately changed from 2042 to 2047.

The Sega CD version adds an extended opening intro (adapted from the introductory manga story featured in the manual) and Act 3 was revised to allow more interaction with the player, such as a series of shooting sequences just before Gillian's encounter with Elijah Modnar. The ending is extended with the addition of Katrina and Mika in the final scene, as well as a cameo from Napoleon.

According to Blaustein, the Sega CD version of Snatcher only sold a *"couple of thousand units"* in North America. He attributes the game's commercial failure due to Sega's discontinuation of the add-on at the time of the game's release.

In 1996, Snatcher was ported to the PlayStation (February 12) and Sega Saturn (March 29). These two 32-bit versions added slightly redone graphics, a CG animated opening, and other subtle changes (most of them derived from the English Sega CD version). Most of the graphic violence were censored, the talking heads (when a character spoke) were completely redrawn, and the music was completely remixed.

Snatcher has been critically acclaimed by reviewers. Famitsu gave the PC Engine version a score of 33 out of 40.

Upon release of the Sega CD version, GameFan magazine gave it scores of 90, 100, and 90, with one reviewer praising it for *"new shooting sequences, perfect voice acting, rockin' art, incredible music, and the most involving videogame storyline ever"* while another reviewer praised it for *"ungodly carnage, the greatest story ever, and the interface that is just the coolest"*. Mean Machines Sega described it as *"a breathtakingly detailed game which is so full of nice touches and extras that going about your everyday Junker duties becomes as enjoyable as hunting down the Snatcher units"* and rated it as one of their *"top three Mega CD games of all-time"*.

RPGFan gave the game scores of 95% and 97%, praising it for its *"amazing story line,"* every character's *"superb development and revelations,"* the *"twists and turns in the plot,"* and the game's ending. Niall MacDonald of Console Obsession gave the game a score of 9/10, praising it for its *"solid game world"* as well as *"excellent story, stylised visuals and deep concepts."* He recommended the game to fans of film noir and cyberpunk, concluding that it is *"not just an excellent interactive movie, but an example of gaming at its finest."*

8.1

Söldnerschild

J

Developer	Sega, Koei
Publisher	Sega, Koei
Release date	(jp) September 25, 1997
Genre	Tactical role-playing
Mode	1 Player

Söldnerschild is set in a fantasy version of medieval Europe. Similar to Inindo: Way of the Ninja, the player's character is the namesake mercenary of the battlefront who leads a group of mercenaries throughout the game. The protagonist is not directly involved with politics, but his actions in battle and his affiliations can re-shape the land's government and leadership.

"koei.wikia.com"

Solo Crisis

7.6

Developer	Quintet
Publisher	Quintet
Release date	(jp) January 22, 1998
Genre	Turn-based strategy role-playing
Mode	1 Player

Solo Crisis is often seen as the spiritual successor to Quintet's ActRaiser and ActRaiser 2, released on the Super NES. While the ActRaiser games are a mixture between side-scrolling platforming and world building, Solo Crisis focuses solely on the world building aspect. The gameplay is similar to Populous.

J

"segaretro.org"

7.0

Sorvice

J

Developer	Altron
Publisher	Altron
Release date	(jp) September 23, 1998
Genre	Action role-playing
Mode	1-2 Players

Sorvice is an action RPG released for the Sega Saturn exclusively in Japan. The game feature gameplay similar to the older Zelda games. The player visit towns and fight enemies in dungeons.

Soukyugurentai

8.8

Developer	Eighting, Raizing
Publisher	Electronic Arts Victor?, Virgin Interactive, Raizing?
Release date	(jp) February 7, 1997
Genre	Shooter
Mode	1-2 Players

Soukyugurentai, also known as Terra Diver, is a vertical-scrolling shooter by Raizing originally released as an arcade game for the ST-V platform in 1996.

The Saturn port was released five months after the arcade release. Because the original arcade hardware was directly based on the Sega Saturn architecture, this is a close conversion of the original game. Several options and features were also added, including support for the Multi Controller and Mission Stick.

J

Soukuu no Tsubasa: Gotha World

6.4

J

Developer	Micronet
Publisher	Micronet
Release date	(jp) November 6, 1997
Genre	Action, Simulation
Mode	1-2 Players

Soukuu no Tsubasa: Gotha World is a air combat simulation game. It was the final installment of Gotha series released in 1997.

In the game, players move a ship using a limited actior movement. After completing a movement, players car select an action; fire different weapons, view the statu of the players or enemy ships, end turn, etc.

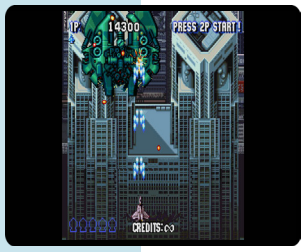
Sonic Wings Special

4.4

Developer	Video System
Publisher	Media Quest
Release date	(jp) July 5, 1996
Genre	Shooter
Mode	1-2 Players

Sonic Wings Special is a 1996 vertical-scrolling shoot ‘em up that combines the features in Sonic Wings, Sonic Wings 2, and Sonic Wings 3. The game feature 7 teams, 14 pilots, and 26 fighters in this game, with each team consist of 2 members, and a choice of 2 fighters per pilot, except the secret team, which has 1 fighter per pilot.

The game came in a double CD case with a mini audio CD, and was only released in Japan.



J

Sonic 3D Blast

7.0

J N P

Developer	Traveller's Tales, Sonic Team
Publisher	Sega
Release date	(eu) February 14, 1997
Genre	Action-platformer
Mode	1 Player

Sonic 3D Blast is a isometric platformer for the Sega Genesis and Sega Saturn. The story follows Sonic the Hedgehog as he embarks on a journey to save the Flickies, a species of bird that are being enslaved by Doctor Robotnik. The player must guide Sonic through a series of themed levels to collect Flickies, in order to defeat Robotnik. Though it shares similar gameplay elements with prior Sonic the Hedgehog games, Sonic 3D Blast is differentiated by its isometric viewpoint, making occasional use of pre-rendered 3D models converted into sprites.

In the game, players control Sonic the Hedgehog, whose goal is to save the Flickies, collect the seven Chaos Emeralds, and defeat Doctor Robotnik and his robot army. Sonic retains most of his abilities from prior games: he can jump and spin in mid-air to defeat robots or hop on platforms, perform a spin-dash on the ground to gain speed, and collects rings as a form of health. Sonic can also collect power-ups, such as elemental shields, speed shoes, or invincibility, by breaking television monitors containing them.

The game is split into several levels called zones. Every zone has three acts: two standard levels, where the player must collect Flickies by defeating robots in order to proceed; and a boss fight against Robotnik, without any Flicky-collecting involved. In normal levels, once the player collects all five Flickies from each section of an act, Sonic is either further advanced into the act, or taken to the next act. If Sonic and the following Flickies are hit by an obstacle or enemy, the Flickies and the rings Sonic collected will scatter. Each individual Flicky's color determines its behavior: blue, pink, and orange Flickies make an effort to find

Sonic, while green and red Flickies wander off at random; the latter even jumping about, making them harder to re-collect. Sonic starts the game with three lives; if he is hit with no Flickies or rings in his possession, he will lose a life. Lives can be replenished by collecting a 1-up or collecting ten Sonic-shaped medals.

As with previous games, Sonic 3D Blast includes "special stages", in which the player collects Chaos Emeralds. Obtaining all seven Emeralds allows the player to play the final boss battle and discover the true ending of the game. To access these stages, the player must find one of Sonic's friends (either Tails or Knuckles the Echidna) hidden within a level, and stand next to them with at least 50 rings collected. Doing so allows the player to exchange the rings in order for the chance to play the game's special stage. During special stages, the camera shifts to behind Sonic as he runs down a preset path and must collect rings while avoiding obstacles that, when run into, make him lose rings. A certain number of rings need to be obtained at certain checkpoints to continue through the stage, and ultimately be able to make it to the end in order to receive a Chaos Emerald.

Sonic 3D Blast was the final Sonic the Hedgehog game produced for the Sega Genesis, and was developed as a swan song for the system. Sega had discontinued official support for the Genesis in 1995, but intended to produce the game for the 16-bit console because games typically sell for

one to two years after their platforms' discontinuation. The game's basic concept was conceived by longtime series developer Sonic Team during the development of Sonic the Hedgehog 3; however, most of the actual programming was done by the United Kingdom-based developer Traveller's Tales. According to the founder of Traveller's Tales, Jon Burton, the team had just finished developing Toy Story and wanted to start developing games for 32-bit systems such as the Sega Saturn and PlayStation. Sega, impressed with their work on Toy Story and Mickey Mania, approached them with the isometric game; as Sonic was extremely popular at the time, the concept "got [their] attention". In retrospect, Burton stated that he believed the reason the game was commissioned was due to the fact that Sonic X-treme, in development for the Saturn at the time, was struggling, and Sega wanted to make bring Sonic into the 3D era of gaming.

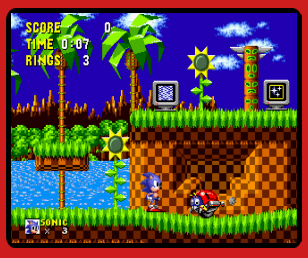
Jon Burton on why Traveller's Tales accepted the proposal for Sonic 3D Blast, in a retrospective interview with VentureBeat; *"We'd just finished Toy Story, we were keen to get on with the new consoles, the Saturn and the PlayStation. Sega came to us and wanted a meeting. Well, of course, we'll take a meeting with Sega. They said, we want you to make a Genesis game. We really wanted to do the next-gen stuff. But then they said, it's Sonic the Hedgehog. Oh, that 16-bit game? Yeah, we can do that 16-bit game."*

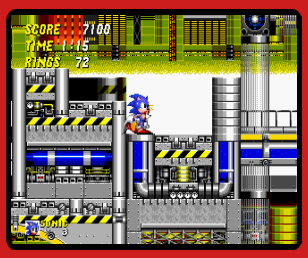
The game was developed from scratch in eight months, beginning in July 1995. Burton, who served as lead programmer, implemented an exception handler where, should an error occur, the game would greet the player with a secret level select screen instead of crashing; this was done so the game could easily pass Sega's approval process for publishing games. Burton also gave the game a unique full motion video intro sequence, and used compression methods to make the video fit in the 4MB cartridge and appear higher resolution. The game makes use of some pre-rendered 3D models converted into sprites. Inspiration for the isometric viewpoint was drawn from Sonic Labyrinth and Super Mario RPG. The item collection was influenced by the 1984 Flicky game, and the graphics were inspired by Donkey Kong Country's. Burton remembered the partnership with Sega fondly, recalling that he greatly enjoyed *"making a machine do something you haven't seen it do"*. Towards the end of development, Traveller's Tales began to expand its scope, and Burton passed the rest of programming to his employees.

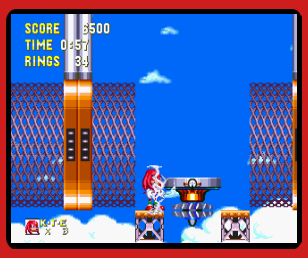
Sega also commissioned a version of the game for the Sega Saturn in case Sonic X-treme was canceled. This cancelation did indeed occur, so Sonic 3D Blast was safely released in time for Christmas 1996 in its stead. The game was ported in seven weeks, during development of the Sega Genesis version. While it does feature graphical changes, such as weather effects and higher resolution textures, the game largely plays the same as the original version. It features a higher quality opening video and improved graphics. Sonic Team filled in for development of the special stage in the Saturn version of the game, which includes polygonal graphics as opposed to sprites only. This version is also compatible with the Saturn's analog control pad.

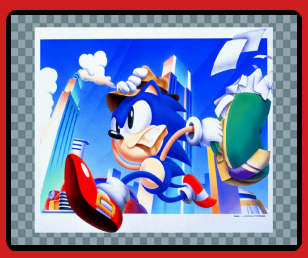
Sonic 3D Blast received mixed reviews from critics, according to the review aggregator GameRankings. Mike Wallis, an employee of Sega at the time, recalled in an interview that the Genesis version was successful for the company, eventually selling over 700,000 copies. The Saturn version was the system's second best-selling game, behind Nights into Dreams.

Sonic Jam









Developer	Traveller's Tales, Sonic Team
Publisher	Sega
Release date	(eu) February 14, 1997
Genre	Action-platformer
Mode	1 Player

9.0

J N P

Sonic Jam is a 1997 Sega Saturn game. Primarily it is a compilation containing the four Sega Mega Drive Sonic platform games - Sonic the Hedgehog, Sonic the Hedgehog 2, Sonic the Hedgehog 3, and Sonic & Knuckles, however it also contains bonus content in the form of Sonic World and a number of different gameplay options.

Unlike later compilations, Sonic Jam does not emulate Mega Drive hardware - the games have been re-written for the Saturn, though behave almost identically to their original counterparts. It is especially benficial to PAL users, as the games have been optimised for 50Hz refresh rates (the original PAL versions perform 17.5% slower than their NTSC counterparts and contain borders, as little optimisation work was done between the two versions).

Each of the games benefit from the Lock-On technology introduced in the Sonic & Knuckles cartridge. This means Blue Sphere, Knuckles in Sonic 2 and Sonic 3 & Knuckles are also playable. The English and Japanese instruction manuals for each of the games are also included in a digitised form. The game also sports time attack modes, and an option to play each special stage in order for each game.

Another addition to Sonic Jam is "Sonic World", which is accessed at the title screen menu. A 3D adventure world with many buildings containing art, history, music, movies and character profiles is contained within, plus the mission mode where players must complete certain missions in the quickest time. At the time of Sonic Jam's release this game was a selling point as gamers were eager to see Sonic in 3D for the first time.

Sonic World is said to have been the basis for Sonic Adventure.

The 2D Sonic games in Sonic Jam are ports of their Mega Drive counterparts, optimised for Saturn hardware, but largely unchanged in other areas. The most significant additions in Sonic Jam are the inclusion of "easy" and "normal" modes (in addition to an "original" mode which plays identically to the Mega Drive), both of which change the placement of obstacles and fix numerous bugs present in the original versions.

"Easy" effectively halves the amount of levels in each game (by skipping what were presumably considered the "difficult" acts of a zone), reduces the hit count of most bosses to just three hits, and adjusts the placement of objects so as to help less experienced players. The acts chosen for easy mode vary depending on the game - the original Sonic the Hedgehog and Sonic the Hedgehog 2 usually have the player run through the first acts, while Sonic 3 opts for second acts, save for cases where it makes less sense (such as Angel Island Zone, where starting from act 2 would omit the introduction).

"Normal" acts as essentially a bug-fixed version of the original game, though some layout changes were made to address concerns with the original releases. As an example, more platforms were added in Sonic 2's Chemical Plant Zone to reduce the chances of the player drowning in the level's second act - it means on the whole, "normal" is easier than "original", but harder than "easy".

Also included as part of the package are time trials and a chaos emerald mode, where the user plays through each special stage in succession. It is also possible to disable the time over screens.

Some of the audio in Sonic Jam is different from the original Mega Drive versions, with most music tracks having a slight delay before playing (likely due to CD loading times). This is particularly noticeable when collecting Power Sneakers, as rather than speed up the music already playing, a different, faster version of the tune is swapped in (and subsequently swapped out), with the track restarting each time (it can also cause results screen music to start playing for a second time if an extra life is obtained).

Many sound effects have been sampled at a lower quality (or seemingly replaced, as is the case with many explosions), while others are missing, such as the sound for transforming into Super Sonic. While players can still charge spin dashes, the pitch of spin noise no longer rises when doing so.

The ability for music to fade in and out is also removed in Sonic Jam, however as there is no longer a need to share audio channels, sound effects cannot interfere with music playback.

Sonic the Hedgehog

The original Sonic the Hedgehog sees the most obvious changes in its transition to the Saturn, being built on the later revision of the game (not released in the west), complete with extra scrolling with the clouds in Green Hill Zone and extra water effects in Labyrinth Zone. An option to toggle the Spin Dash ability (which is absent from the Mega Drive release) was added, and like later games, clouds of dust are created when Sonic skids to a halt.

The notorious "spike bug" is fixed in Sonic Jam, however some sound effects are missing, most notably the noise of the waterfalls in Green Hill Zone.

Sonic the Hedgehog 2

Sonic Jam's port of Sonic 2 uses the invincibility tune from the original Sonic the Hedgehog, presumably by accident as the Sonic 2 track in on the CD and used in the two player versus mode. Thanks to the increased processor overhead, the versus mode also lags less often than in the Mega Drive version of the game.

In the original Sonic 2, the "SEGA" jingle plays at a slightly higher pitch than its siblings. This is fixed in the Sonic Jam release.

Wing Fortress Zone has the distinction of being the only zone completely skipped in any of Sonic Jam's easy mode games. No attempt was made to finish this seemingly incomplete stage - there are still no sound effects for the boss battle for example, though extra platforms were added normal mode to reduce the chances of falling off.

Sonic the Hedgehog 3/Sonic & Knuckles

Being effectively two halves of the same game, Sonic 3 and Sonic & Knuckles share many changes, though aside from different sounds for collecting blue spheres, most of the improvements involve fixing bugs and exploits which are far more common than in the two earlier Sonic titles.

Issues known to have given the developers grief, such as Knuckles' green socks in Sonic 3, are not addressed in Sonic Jam, and are sometimes complemented with new palette errors.

The infamous spinning barrel in Carnival Night Zone (which forces the player to learn it can be controlled with Up and Down) is completely removed from the non-original versions of Sonic 3.

Despite Sonic & Knuckles Collection (released around the same time period) skirting around what are thought to be music tracks produced by Michael Jackson, Sonic Jam makes no significant changes to Sonic 3's audio, save for changes mentioned above which effect all the Mega Drive games.

Sonic Jam received mostly positive reviews. It holds an average score of 77% at GameRankings, based on an aggregate of four reviews.

"sonicretro.org"

Sonic R

8.7

J N P

Developer	Sonic Team, Traveller's Tales
Publisher	Sega
Release date	(us) November 18, 1997
Genre	Racing
Mode	1-2 Players

Sonic R is a Sonic the Hedgehog-themed 3D racing game. It was developed by Traveller's Tales under guidance from Sonic Team, and published by Sega for the Sega Saturn and later Windows PCs.

Sonic R is a racing game featuring single-player and multiplayer game modes. The player selects a character and participates in a footrace on one of five race tracks, competing for the fastest time ahead of the other racers. Four characters are initially available, while the other six are secret characters that become available when the player completes certain in-game objectives. Although the gameplay is considered similar to kart racing games such as the Mario Kart series, Sonic R places an emphasis on jumping and exploration, as each track has multiple paths and hidden areas. The tracks, although original creations, are thematically based on the art style and environments of classic Sonic games such as Sonic the Hedgehog's "Green Hill Zone" and Sonic the Hedgehog 2's "Chemical Plant Zone".

During each race, the player is able to collect items scattered across the track, bestowing advantages. Rings, the staple Sonic item, are abundant; the player can exchange rings to gain a temporary speed boost or open doors leading to short cuts or special items. "Item Panels" give a random temporary advantage, such as a speed increase or shields that grant abilities such as being able to run across water or attract nearby rings. Collection of other special items, such as "Sonic Tokens" and the Chaos Emeralds, may lead to the unlocking of secret characters. Sonic R allows the player to select the type of weather seen during races. There is also a "Time Attack" mode,

where the player races solo to get the fastest time, and a two player competitive mode, increased to four-players in the Gems Collection port. In addition to the standard time trial mode, there are two others: "Get 5 Balloons", where five balloons are scattered across the track and must be located, and "Tag 4 Characters", where the player chases and must catch four others.

Sonic R features ten playable racers, each with unique attributes and abilities falling in line with their usual abilities. The title character, Sonic the Hedgehog, is the fastest and possesses the ability to "double jump". Tails is able to fly through the air for a short time, and Knuckles the Echidna can glide through the air upon jumping. Amy Rose, the last initially available character, drives a car, allowing her to hover over bodies of water and receive extra speed from driving over boost spaces. Secret characters include Sonic's archenemy Dr. Robotnik, who flies in a hovercraft and resists differences in terrain; robotic clones of Sonic (Metal Sonic), Tails (Tails Doll), and Knuckles (Metal Knuckles); Robotnik's robotic assistant EggRobo; and Super Sonic, a faster version of Sonic powered by the Chaos Emeralds.

After the completion of Sonic 3D Blast in 1996, Sega approached Traveller's Tales about working on another Sonic game, this time being a racing game. Traveller's Tales, who coincidentally had been working on a 3D graphics engine without a purpose at the time, found this to be a logical progression, and accepted the project.

Traveller's Tales chose to rebuild a Formula One game they were developing into a Sonic-branded title. Development started in February 1997 as a joint project between Sega's Sonic Team and Traveller's Tales. The game was originally known as Sonic TT (the TT standing for Tourist Trophy). Sonic Team designed the race tracks and the game's general flow, and Traveller's Tales were responsible for the implementation and programming. Sega of Europe producer Kats Sato handled communication with Sonic Team, as he was the only person who could speak both English and Japanese. Discussions led to the reward mechanisms, which Sato believed broadened the game. The courses' look and feel were inspired by other Sonic games, including Sonic 3D Blast. The 3D models were based on 2D sketches from Sonic Team. All models and animations were developed using Softimage, while Traveller's Tales created their own tools for the remaining game development.) Implementing the two-player split-screen mode proved difficult: programmer Jon Burton stated that this was mainly because it was difficult to ensure cheating was not too easy, so shortcuts were made challenging, with a penalty incurred if players got them wrong. A major development goal was to maintain a consistent 30 frames per second frame rate during gameplay. A custom game engine was developed to take full advantage of the Sega Saturn hardware and a graphical technique, described as "12 layer transparency", was used to transparentise distant textures to conceal the Sega Saturn's limited draw distance. Burton claimed that Sonic R could not have been replicated on other consoles during the timeframe, such as the PlayStation console, due to the technique developed specifically for the Sega Saturn hardware.

An early build was unveiled at the Electronic Entertainment Expo in Atlanta, Georgia in June 1997, with Sega releasing screenshots of a "40% complete build" to various magazines shortly afterwards. The builds would be largely the same as the final game, with the exception of minor tweaks, such as the ability to play the "Resort Island" level in a sunset setting, where as the final game only allowed to alter the weather, not time of day.

Hirokazu Yashuhara of Sonic Team went to England and fine-tuned the game due to lack of time for communication. Technical and scheduling issues caused Sato to change the game design, leading to a dispute with producer Yuji Naka, and Sato removed his name from the credits.

Sonic R was designed with the Sega Saturn in mind, but was subsequently brought to Windows a year later. The PC version exists in two forms; one which uses software rendering (i.e. graphics are handled by the CPU), and another which uses hardware rendering, taking advantage of 3D accelerator cards which were becoming more commonplace at the time. The version of Sonic R which appears in Sonic Gems Collection is derived from this hardware-accelerated PC conversion.

The Saturn version of Sonic R received generally positive reviews from critics at the time of its release, although retrospective commentary has been more negative.

The game's visuals were considered its strongest feature. Allgame's Shawn Sackenheim praised the *"vibrant texture maps"* with *"no pop-up or glitching"*, while Kelly of Electronic Gaming Monthly made note of the *"lush"* environmental details. Kelly and Sega Saturn Magazine's Lee Nutter highlighted the consistent framerate (which rarely dropped below 30 frames per second) as a noteworthy achievement, with the latter favourably comparing Sonic R to the Saturn version of Sega Rally Championship.

先生を手こずらせてあげる。

新任教師のキミを待っているのは
3年B組の問題児5人組。
残り少ない学園生活を
キミは清く正しく指導して
無事卒業させられるか。
さまざまなストーリーが隠された
シミュレーションゲームの決定版が
セガ・サターン版でさらに
パワーアップして登場。

8月11日(金)
発売
育成シミュレーションゲーム
6,800円(税別)
セガ・サターン専用ソフト

SEGA SATURN

この商品は、(株)セガ・エンタープライゼスがSEGA SATURN専用のソフトウェアとして、自社の登録商標[redacted]の使用を許諾したものです。

株式会社 リバーヒルソフト
福岡市中央区大手門1-1-12 大手門パインビル6F 〒810
TEL.092-771-3217 FAX.092-751-5265

◎パソコン版にはなかった新イベントも追加。さまざまな学校行事やイベントがもりだくさんで待ってるぞ！

◎教師気分をもりあげる細かな演出がいっぱい。ゲームの操作性もグッとアップして、リアルで楽しい学園生活が繰り広げられるぞ！

◎キャラが動きまくるオープニング・アニメーションは圧巻。ゲーム中のビジュアル画面も色数がふえて、思わず生徒たちに見とれちゃいそうだ。

「卒業Ⅱ」特典キャンペーン実施

買った人だけ、彼女たちが手に入る。

毎週毎週100名様に、抽選で「卒業Ⅱ特製線画ポートレイト」が当たる！

1995年8月11日(金)～11月10日(金)まで
※当日消印有効

応募はカンタン。サターン版「卒業Ⅱ ネオ・ジェネレーション」に入っているアンケートハガキに必要事項を記入して、50円切手を貼ってポストにいれるだけ。毎週毎週抽選で100名様（期間合計1,300名様）に「卒業Ⅱ特製線画ポートレイト」をプレゼント。ファン必携のスペシャルアイテムが、キミのものになるチャンスだ！

◎商品の内容に関するお問い合わせは「ユーザーサポート係」まで
☎092-771-0328（祝祭日を除く月～金 13:30～17:30）
◎最新ソフトやイベントについての情報は「トークインフォメーション」まで☎092-771-9333（テープにより24時間ご案内いたします）

予告：プレイステーション版10月発売予定

©HEADROOM/TENKY ©1995 RIVERHILL SOFT INC.

卒業Ⅱ Neo generation

Sotsugyou II Neo Generation

7.2

Developer Headroom, Tenky
Publisher Riverhillsoft
Release date (jp) August 11, 1995
Genre Simulation
Mode 1 Player

Players take the role of a homeroom teacher who has to handle five rebellious teenage girls; Rica, Cyndi, Misa, Myna, and Sari, for a whole year. If the player is too strict, they could rebel and run away, or get sick and dropout. Too lenient, and they could ditch school and party, or find a loser boyfriend. Balance is the key in this game. The end goal is getting the girls to graduation.

"vndb.org"

Sotsugyou III Wedding Bell

6.9

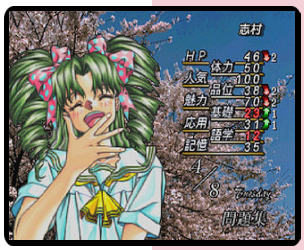
Developer Westone
Publisher Shogakukan Production
Release date 1998
Genre Simulation
Mode 1 Player

Player takes the role of a teacher, who marries one of his students. The principal finds out and asks the student to be expelled from the school. The teacher makes a deal with the principal that this secret life with his students will not be revealed to the public and he also promises that he will coach his students all the way to an A when they graduate.

"vndb.org"

Sotsugyou S

6.2



Developer Headroom, NEC Interchannel
Publisher NEC Interchannel
Release date (jp) September 25, 1997
Genre Simulation
Mode 1 Player

Sotsugyou S, also released as Sotsugyou: Graduation, is another entry in the visual novel series about a teacher and his students.

The game came with a notebook and badge in a foam insert.

Sotsugyou Album

6.6

Developer	Westone, ALU
Publisher	Shogakukan Production
Release date	(jp) January 15, 1998
Genre	Miscellaneous
Mode	1 Player

Sotsugyou Album is a fan disc for the Sotsugyou series. The game feature artwork, video clips from the voice actors, etc.

J

Sotsugyou Crossworld

6.3

J

Developer	Shogakukan Production
Publisher	Shogakukan Production
Release date	(jp) March 28, 1997
Genre	Adventure
Mode	1 Player

Sotsugyou: Crossworld moves away from the simulation game style and in to a Japanese style of adventure games. The game feature all new characters, all new look, yet the same basic idea

"sorethumbretrogames.com"

Sound Qube

5.7

Developer	Media Entertainment
Publisher	Human
Release date	(jp) April 2, 1998
Genre	Puzzle
Mode	1 Player

Players are armed with a red and blue sonar. Each stage has a number of stacked cubes, visually they all look alike, but using the sonar players can find out whether the cube is red, blue, white, Core, or Jammer. To clear the stage one has to find the 'Core' cube and eliminate it.

"psxdatacenter.com"

J

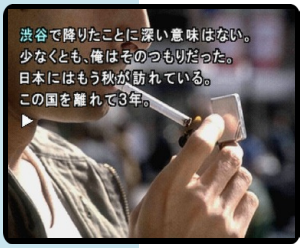
Machi

9.0

Developer	Chunsoft
Publisher	Chunsoft
Release date	(jp) January 22, 1998
Genre	Adventure
Mode	1 Player

The idea of the game is to let the players experience five days in the lives of eight different characters. They all live somewhere in the city, each one preoccupied with his (or her) own problems. Their paths might cross without them realizing it. At any point in the game, players can switch between characters, but when they do so, the day or the time of the day of the other character corresponds to the one they are currently having.

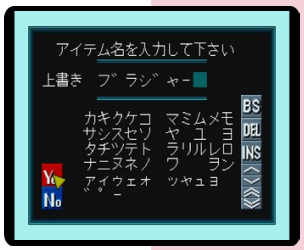
"mobygames.com"



J

Sound Novel Tsukuru 2

7.3



J

Developer	Success
Publisher	ASCII
Release date	(jp) November 27, 1997
Genre	Miscellaneous
Mode	1 Player

Sound Novel Tsukuru 2 (Sound Novel Maker 2) is a PlayStation and Saturn game that was exclusively released in Japan. It is the sequel to Sound Novel Tsukuru for the Super Famicom.

The game is a game creation tool that focuses on "sound novels". The game features some already created sound novels that the player can play, all of them with different endings depending of the player choices during the game.

Space Invaders

4.7

Developer	Taito
Publisher	Taito
Release date	(jp) December 13, 1996
Genre	Shooter
Mode	1-2 Players

The 1996 edition of Space Invaders is a shoot-'em-up released for the Saturn exclusively in Japan. It contains four variations of the original Space Invaders arcade game, each with different overlays. Also included is a two player "battle" mode.

J

Space Hulk: Vengeance of the Blood Angels

8.4

Developer	Krisalis Software
Publisher	Electronic Arts
Release date	(eu) September 27, 1996
Genre	Real-time tactical first-person shooter
Mode	1 Player

Space Hulk: Vengeance of the Blood Angels was originally released for the 3DO, which was later ported to the PC, PlayStation, and Sega Saturn. It is based on Games Workshop's board game Space Hulk and is the sequel to the 1993 game Space Hulk. Like its predecessor, Vengeance of the Blood Angels combines first-person shooter gameplay with real-time tactical elements. Space Hulk: Vengeance of the Blood Angels is part of the Warhammer 40,000 universe.

Players are part of a squad of Terminators sent to cleanse a runaway ship, teeming with Tyranid Genestealers, before it crashes into planet Delvar III. Players begin as a recruit, given orders to establish a beachhead in the ship. They quickly realize that seizing control of the ship and diverting its course will not be an easy task, even for the most battle hardened Space Marine.

In the initial stages of the game, the player controls a Terminator and must follow the orders given to them by the sergeant. As missions are completed and the story progresses, the player increases in rank and will subsequently have control of the squad or squads where there are more than five terminators under their command. The enemies featured in this title include the Genestealer as well as Hybrids, Chaos Space Marines, Magus, and Patriarchs making their appearances from the middle through to the latter stages of the Campaign game mode with only the Genestealers fought at all stages of the campaign.

The game, in addition to the main campaign storyline, has four training missions and thirty-four solo missions spread across three main categories: Space Hulk Originals, Classic Missions, and Famous Missions.

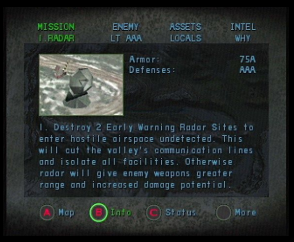
The game's original release for the 3DO divided critics, who generally applauded or jeered the game based on their level of patience for its complex strategic gameplay.

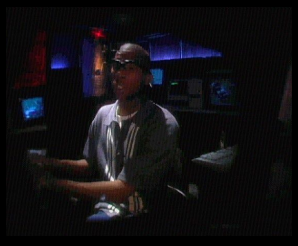
Rad Automatic commented in Sega Saturn Magazine that elements like the commanding and positioning of troops, complex level layouts, and sniping leave the game with only a superficial similarity to other first-person shooters. He was very pleased with the amount of thought required to succeed in the game, and commented, *"If you're low on patience you may find this a little trying at first, but once you've got the hang of controlling everything at once you'll be surprised you ever thought of Space Hulk as slow-moving."* He also praised the graphics and the varied rooms found in the ship. A Next Generation critic summarized, *"More shooter than Defcon 5, but less action than Doom, Space Hulk is a well-balanced blend."*

This unit has a very simple approach: never leave a place the way they found it.

These guys attack with surgical precision. The only difference between them and a surgeon, however, is that no one comes out of their operation alive.

Soviet Strike





Developer	Electronic Arts, Granite Bay, Tiburon
Publisher	Electronic Arts
Release date	(us) February 17, 1997
Genre	Shooter
Mode	1 Player

8.2

Soviet Strike is a helicopter-based shooter developed and published by Electronic Arts for the PlayStation in 1996 and the Sega Saturn in 1997. The game is a sequel to the Strike games which began on the Genesis with Desert Strike: Return to the Gulf. Soviet Strike is the series' first installment for a 32-bit console and was first conceived as 32-bit Strike. Early on, it was intended for the 3DO console, before development changed to the PlayStation.

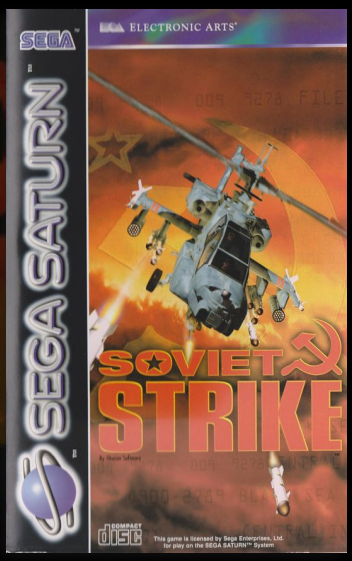
Soviet Strike is set after the disintegration of the Soviet Union, and takes place in a fictionalised Russia, Eastern Europe and around the Caspian Sea. The player pilots an Apache helicopter and battles with the forces of Shadowman, a renegade ex-communist figure.

Like its predecessors, the game features shooting action mixed with strategic management of fuel and ammunition, but has more authentic 3D graphics, as well as a modified overhead - as opposed to isometric - perspective. The game also features a more realistic enemy artificial intelligence and environment.

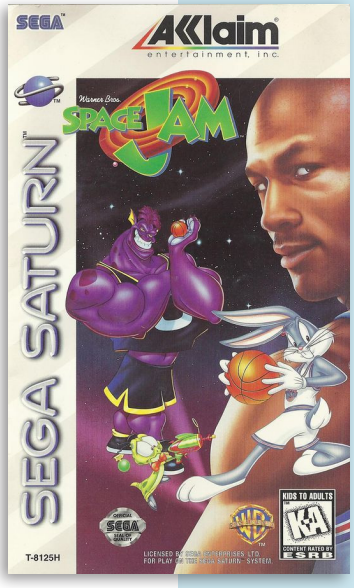
The Saturn version featured a number of changes: an optional easy difficulty setting (providing the player with twice the fire-power and slower fuel consumption), adjustable brightness on the heads-up display; two hidden powerful weapons; hundreds of bug fixes from the PlayStation version; extra sound effects added to helicopters; improvements to the graphics of control and menu screens and compass; stereo and mono versions; cow sound effects; and more improvised fuel added to level 4. It was also compatible with the Saturn's then-recent analogue controllers. The game was followed by a further sequel, Nuclear Strike, released for the PlayStation in late 1997.

Critics received the game positively, praising the graphics and full motion video, while commentary on the gameplay and difficulty was more mixed.

Reviewing the Saturn version, GameFan noted a poorer quality of FMV than in the PlayStation version. Gerstmann felt the sound to be "dull", while Next Generation called it "exemplary". Others praised the quality of the gunfire sound effects, and noted humour in the enemy troops' utterances.



JNP



Space Jam

4.3

Developer	Sculptured Software
Publisher	Acclaim Entertainment
Release date	(us) November 26, 1996
Genre	Sports
Mode	1-6 Players

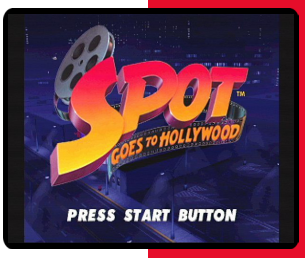
Based on the movie of the same name, Space Jam centres around an invasion of Looney Tunes land by tiny aliens. The fate of the Tunes is to be decided by a basketball game, and for this the aliens turn into the huge, evil Monstars.

The game is about two thirds basketball sim and then minigames are stuck in to fill all the gaps. The basketball games themselves come in two flavours, two-on-two and three-on-three.

J N P

Spot Goes to Hollywood

6.6



J N P

Developer	Burst Studios
Publisher	Virgin Interactive Entertainment
Release date	(jp) January 10, 1997
Genre	Platformer
Mode	1 Player

Spot Goes to Hollywood is an enhanced version of Spot Goes to Hollywood, in turn an isometric sequel to Cool Spot. This version was released for both the Sega Saturn and PlayStation in 1997, and was developed by Burst Studios. The game featured FMV clips and different levels but similar gameplay to the original version. The player controls Spot, once the mascot for the 7 Up soft drink, as he travels to various places trying to free his friends.

The Saturn version of Spot Goes to Hollywood was considerably delayed, originally set to be released alongside a Sega 32X version in around October 1995, with the Mega Drive version debuting shortly afterwards. Instead, the Mega Drive version was released on time towards the end of 1995, while this Saturn version would spend a further year in development before being released towards the end of 1996/early 1997.

Spot Goes to Hollywood uses 3D rendered graphics produced with SGI workstations running 3D Studio. Everything was originally drawn on paper, being scanned into the SGI machines once the layouts and object placements had been mapped out. With progress on the Saturn version made, the technology would be ported down to the 32X and Mega Drive.

6.4

Stakes Winner: GI Kanzen Seiha Heno Michi

J

Developer	Saurus
Publisher	SNK
Release date	(jp) December 6, 1996
Genre	Simulation, Racing
Mode	1-2 Players

Stakes Winner is a horse racing game. The game involve eight horses struggling for victory; each of the eight horses given for selection is characterized by three parameters: speed, stamina, strength, all measured in stars from a minimum of one to a maximum of five. The game controls require the use of two buttons and the control directional pad: one button controls the reins, the other one controls the whip.

"mobygames.com"

Stakes Winner 2: Saikyouba Densetsu

6.8

J

Developer	Saurus
Publisher	SNK
Release date	(jp) May 2, 1997
Genre	Simulation, Racing
Mode	1-2 Players

Stakes Winner 2: Saikyouba Densetsu is a port of the 1995 Neo Geo arcade game of the same name. The gameplay faeture timing, as well as strategy. Players will not only need to weave through the pack, snagging speed and energy power-ups while avoiding collisions, but they must conserve their horse's energy as well. Players choose either a European or American circuit.

3.5

Standby Say You!

J

Developer	Human
Publisher	Human
Release date	(jp) March 20, 1997
Genre	Adventure
Mode	1 Player

Standby Say You is an adventure game revolves around voice acting. The player controls a voice acting studio director that have to complete the voice acting of a new videogame. He have to talk to the actors and start recording the voices in the game sequences.

The game was released in three cover art variants.

StarFighter 3000

6.2

Developer	Studio 3DO, Krisalis Software
Publisher	(us) Acclaim, (eu) Telstar, (jp) Imagineer
Release date	(eu) June 21, 1996
Genre	Shooter, Simulation
Mode	1 Player

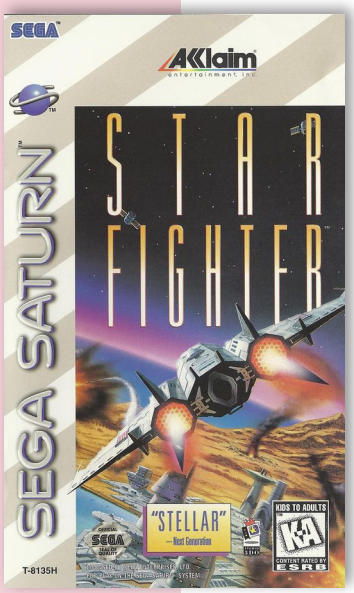
StarFighter 3000, known simply as Star Fighter in North America, is a 3D third-person spaceship shooter for the Sega Saturn. The game was first released for the Acorn Archimedes computer, in 1994, by Fednet Software. The later 3DO version was developed by Tim Parry and Andrew Hutchings.

The PC, PlayStation and Saturn versions were ports of the 3DO version. Unlike the original Acorn version and 3DO version, Tim Parry and Andrew Hutchings had no involvement in their development.

Unlike other versions of the game, the Saturn port of StarFighter 3000 introduces fogging to mask geometry pop-in. The side effect of this approach is that the colours in each level are far less saturated, and all of the in-game backgrounds are grey (save for those set in space).

In StarFighter 3000 players control a space ship in a fully 3D environment. Usually the objective is to destroy specific targets without running out of energy.

Reviewing the Saturn version, Rob Allsetter of Sega Saturn Magazine said that while the game is technically proficient, the controls are oversensitive, the graphics blocky, and the action so lacking in variety that it soon becomes predictable and dull.



J N P

Steeldom

6.3

Developer	Technosoft
Publisher	Technosoft
Release date	(jp) September 6, 1996
Genre	Fighting
Mode	1-2 Players

Steeldom is a 3D shooter in the style of Virtual On. There are 8 characters to choose from, each with a decent selection of moves and differing fighting styles. The fighting arenas have various objects for players to hide behind and stand on, these help greatly during the battles and allow for a good tactical scope during play.

The game was available in two packs, it was available as a single CD, or in a boxed set which came with the Saturn link cable.

"arms_master@gamefaqs.com"

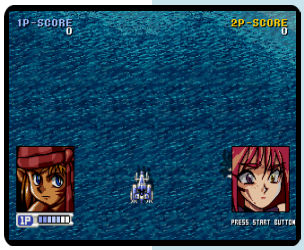
J

Steam-Heart's

5.9

Developer	Giga
Publisher	TGL
Release date	(jp) September 23, 1998
Genre	Shooter
Mode	1-2 Players

J



Steam-Heart's is an erotic vertical shooter initially released for the PC98 platform in 1994. It later made its way to the PC Engine Super CD-ROM² and then the Sega Saturn. The game features action mixed with adult content, as well as a two-player mode.

In the game player must battle their way through a stage before battling the stage's boss. In the PC98 version, after the boss is defeated, the player character will then engage in sex with her in order to return the character to normal. The player is treated to an array of scenes of foreplay, molestation and even BDSM fetishes practiced within the scenes that go on between the heroes and the boss-guardians.

The player controls the fighter ship through vertically scrolling stages, trying to destroy every ship that crosses its path and reach the end boss. The ship has a primary weapon that can be constantly upgraded by collecting power-ups, and a secondary slot for all sorts of collectible weapons that can be picked up in mid-air. The game features 2P-cooperative gameplay and cutscenes made of still images that explain the plot and depict the protagonist's encounters with each princess.

As Steam-Heart's is an adult-oriented game, various changes were made to different versions as various parts of the sex scenes were cut out, particularly in the Saturn version. For instance, in the PC-98 version of the game, many body parts were exposed including nipples, yet in the Sega Saturn version, none of the aforementioned parts were shown, even in a few instances where nipples would normally be visible.

SteamGear Mash

7.1

J

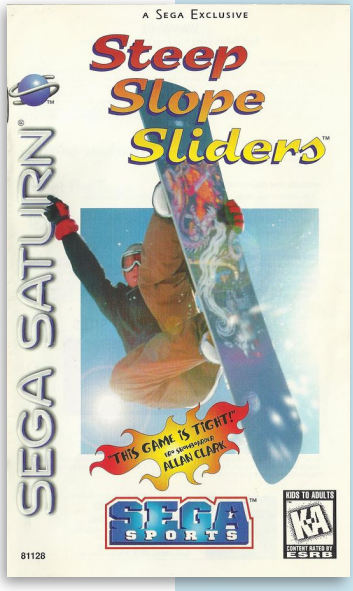
Developer	Tamsoft
Publisher	Tamsoft
Release date	(jp) September 29, 1995
Genre	Action
Mode	1 Player

SteamGear Mash is an isometric shooting and platforming game. Graphics are a mix of prerendered sprites and typical pixel artwork.

The games has mutliple stages, most of these are layed out in a maze like fashion. Special weapons are required to open certain doors. The concept is similar to the Metroid series. A boss awaits at the end of each stage.

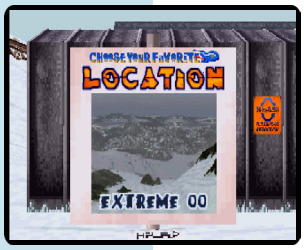
"segaretro.org"

Steep Slope Sliders



Developer	Cave, Pack-In-Soft
Publisher	Sega, (jp) Pack-In-Soft
Release date	(jp) October 23, 1997
Genre	Sports
Mode	1 Player

7.7



Steep Slope Sliders was originally released for the Sega Saturn and Sega Titan ST-V arcade system. It was developed by a collaboration of Victor Interactive Software, and the Cave Company. The game was released by Pack-In-Soft in Japan and Sega in other territories. Capcom released the arcade version.

While UEP Systems' Cool Boarders system of executing moves is extremely regimented by a combo interface, Steep Slope Slider's allows the player far more autonomy. Instead of actually holding in a direction while jumping (similar to the system that the SSX snowboarding series now uses), everything was based on the face buttons that were pressed, but the method of performing tricks was completely based on the Jamma configuration that was used in the arcades. Many other Sega arcade ports were like this as well, most notably Die Hard Arcade, Virtua Fighter: Remix, Virtua Fighter Kids, Radiant Silvergun and Winter Heat.

Courses in Canada to Italy to Japan are available, as well as the option to play on a half-pipe purely for points and an Alpine track for time attacks. In addition, the game boasts a number of unlockable characters and locations.

Cave developed a follow-up exclusively for the PlayStation, Trick'N Snowboarder. It was released on 27th March 1998 in Europe and May 16th 1998 in the UK.

Stellar Assault SS

7.6

Developer	Sega, SIMS
Publisher	SIMS
Release date	(jp) February 26, 1998
Genre	Shooter
Mode	1-2 Players

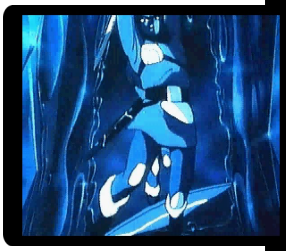
Stellar Assault SS is the sequel to the Sega 32X game, Shadow Squadron.

Like its prequel, Stellar Assault SS is a first-person (or third person) perspective shooter set in outer space. While the core gameplay remains much the same, Stellar Assault SS is more story-driven, with support characters and voice acting. Ships and environments are also texture-mapped, while some levels take place on planets.

Strahl: Himerareshi Nanatsu no Hikari

5.2

Developer	Media Entertainment
Publisher	Media Entertainment
Release date	(jp) November 24, 1995
Genre	Action Interactive Movie
Mode	1 Player



Strahl is an interactive movie, in the style of Dragon's Lair but with anime-style graphics. It was originally released as Triad Stone on Sega's Mega-LD Module for the Pioneer LaserActive.

The player assumes the role of Alex Hawkfield, an ordinary young man living in a small town who finds an old man dying in the street. He takes the old man (actually God in disguise) into his home and takes care of him. As he has proven his kindness, the old man tells him he has the potential to make the world better and become king. The old man sends him on a trial to recover the seven fragments of a mystic stone. Each time Alex recovers a stone fragment leads to the rebirth and invention of various things in his world.

The gameplay primarily consists of watching an anime movie and pushing buttons as prompted on the screen. Failure to correctly follow a prompt results in a lost life. There are eight levels in all; the player may select which of the first three levels to play first. After completing the first seven levels, it unlocks the final level.

GamePro gave it a negative review, criticizing the unoriginal gameplay and visuals and the fact that the different endings are acquired simply by playing the stages in different orders.

GT 24h

5.7

Developer	Jaleco
Publisher	Jaleco
Release date	(jp) April 2, 1998
Genre	Racing
Mode	1-2 Players

Super GT 24h is a 3D arcade racing game developed and published by Jaleco for Sega Model 2B CRX hardware. A port titled GT 24 was released on the Sega Saturn in Japan. The graphics and gameplay were noticeably inferior to the arcade version as well as other arcade ports that had appeared on the system before it. The port never saw release outside of Japan.

If you think you've mastered Street Fighter's brutality, brace yourself. Straight from the #1 arcade hit, Street Fighter Alpha™ combines state-of-the-art graphics with all new hidden attacks and multi-level super combos. Match up in head-to-head battles or lock into two-player combat with twelve of the deadliest Street Fighters of all time. Nine

© CAPCOM CO. LTD. 1996 © CAPCOM U.S.A., INC. 1996. ALL RIGHTS RESERVED. CAPCOM, CAPCOM U.S.A., CAPCOM ENTERTAINMENT and Street Fighter are trademarks of CAPCOM CO. LTD. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Sega and Sega Saturn are

"100%...possibly the greatest fighting game of all time."
— *Game Fan, 2/96*

"Flawless controls... perfect arcade-to-PlayStation translation."
— *GamePro, 3/96*

are your favorites from Street Fighter™, Street Fighter II™ and Final Fight™. Three are vicious new additions with blazing speed and secret moves. It adds up to a new walk on the dangerous side of the street. Now located right in your neighborhood.

STREET FIGHTER ALPHA

trademarks of Sega Enterprises, Ltd. This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega Saturn™ System. Visit CAPCOM's web-site www.capcom.com

Street Fighter Alpha: Warriors' Dreams

9.0

Developer	Capcom
Publisher	Capcom, (eu) Virgin Interactive
Release date	(jp) January 26, 1996
Genre	Fighting
Mode	1-2 Players

Street Fighter Alpha: Warriors' Dreams, Street Fighter Zero in Japan, is a 1995 fighting originally released for the arcade for the CP System II hardware. It was the first all new Street Fighter game produced by Capcom since the release of Street Fighter II in 1991. The working title for the game was Street Fighter Legends.

The game introduces several new features, expanding on the Super Combo system previously featured in Super Street Fighter II Turbo, with graphics drawn in the same cartoonish style Capcom employed in Darkstalkers and X-Men: Children of the Atom. The plot of Street Fighter Alpha is set after the original Street Fighter but before Street Fighter II and thus the game features younger versions of established characters, as well as characters from the original Street Fighter and Final Fight, and a few who are new to the series.

Street Fighter Alpha revamps the Super Combo system introduced in Super Street Fighter II Turbo by adding a three-level Super Combo gauge. Like in Super Turbo, the Super Combo gauge fills in as the player performs regular and special techniques. When the gauge reaches Level 1 or higher, the player can perform a Super Combo technique. The number of punch or kick buttons pressed simultaneously when performing a Super Combo determines the amount that will be used. In addition to Super Combos, the player can also

perform a special counterattacking technique called an Alpha Counter (Zero Counter in the Japanese version) after blocking an opponent's attack, which consumes a level of the Super Combo Gauge.

There are two playing styles that can be selected after choosing a character: "Normal" and "Auto". Auto differs from Normal in that the character automatically guards against a limited number of attacks (provided the character is not in the middle of performing an attack). Auto also allows the player to perform an instant Super Combo by pressing a punch and kick of the same strength simultaneously, but at the expense of reducing the maximum level of the Super Combo gauge to one.

There are also new basic techniques such as Air Blocking, the ability to guard during mid-air, and Chain Combos, which are combos that are performed by interrupting the animation of one basic move by performing another of equal or greater strength. In addition to recovering from an opponent's throw, the player also has the ability to roll on the ground when they fall to the ground after an attack.

The single player mode consists of seven random opponents and a final opponent whose identity depends on the storyline of the player's selected character. M. Bison is the final boss for half of the characters. There are also two hidden characters: Akuma, who returns from Super Turbo as an alternate final boss only after certain in-game requirements are met, and a new character named Dan (a popular Capcom spoof character), who challenges the player during the course of the game if certain requirements are met.

The game also features a secret two-on-one Dramatic Battle mode in which two players as Ryu and Ken fight against a computer-controlled M. Bison, a match inspired by the final fight between the characters in Street Fighter II: The Animated Movie (the Japanese arcade version of the game plays an instrumental rendition of the movie's battle theme, "Itoshisato Setsunasato Kokorozuyosato", which was replaced by M. Bison's regular theme in the overseas releases).

The immediate character roster includes Ryu, Ken, Chun-Li and Sagat from the Street Fighter II series, along with Birdie and Adon (Sagat's former apprentice) from the original Street Fighter, who make their first appearances as playable characters in this game. Guy, one of the main playable characters from Final Fight also appears along with Sodom, a boss character from the same game. New to the series are Charlie, Guile's combat buddy who uses the same special techniques, and Rose.

Due to the small amount of character animation data in Street Fighter Alpha, Capcom was able to do a relatively straight port to the Saturn and PlayStation; source code from the arcade version is incorporated into both home versions. Both versions feature an arranged soundtrack with a choice between the Arranged and Original versions. In addition to a dedicated two-player "Versus Mode", these ports were also the first console Street Fighter ports to feature a Training Mode, allowing players to practice their techniques and combos on a non-hostile character.

A port for Capcom's CPS Changer was also released as a mail order release in 1996 in Japan. This version was based on the CPS I version. A Windows version was released in 1998, based on the PlayStation version.

Street Fighter Alpha is one of the eleven games scheduled in 2018 to be released as part of the Street Fighter 30th Anniversary Collection in its arcade perfect form. This version is on the Playstation 4 Xbox One Switch and Steam with the feature of save states.

Reviewing the Saturn version, Sega Saturn Magazine commented: *"The graphics are great, the sound's great, it plays very well indeed and it's tough enough to keep you going for ages even without a second player to hand."* However, they also remarked that the game was outclassed by the recently released X-Men: Children of the Atom and that most gamers should get that one instead. GamePro criticized that some of the game's new characters were not as powerful or fun to play as the series regulars, but praised the gameplay additions and deemed the Saturn version *"a near-perfect arcade conversion."* Maximum argued that while the game has fewer characters and backgrounds than Super Street Fighter II Turbo and makes few innovations to the series, it is refined to the point where *"Everything that Street Fighter does so well has been taken to new levels in Alpha."* They commented on the accuracy of the Saturn version and gave it their "Maximum Game of the Month" award. Both GamePro and Maximum particularly applauded the coloration of the Super Move shadows in the Saturn version.

A manga adaptation based on the original Alpha and Alpha 2 by Masahiko Nakahira was published in Gamest game from 1995 to 1996, and was later adapted into English by UDON in 2007. Two different animated adaptations were also produced: Street Fighter Alpha: The Animation in 1999 and Street Fighter Alpha: Generations in 2005.

9.2

Street Fighter Alpha 2

Developer	Capcom
Publisher	Capcom, (eu) Virgin Interactive
Release date	(jp) September 14, 1996
Genre	Fighting
Mode	1-2 Players

J N P

Street Fighter Alpha 2, Street Fighter Zero 2 in Japan and South America, was originally released for the CPS II arcade hardware. The game is both a sequel and a remake to the previous year's Street Fighter Alpha: Warriors' Dreams, which is itself a prequel to the Street Fighter II series in terms of plot and setting. The game features a number of improvements over the original, such as new attacks, stages, endings, and gameplay features.

Street Fighter Alpha 2 retains most of the new features introduced in the original Street Fighter Alpha, such as the three-level Super Combo gauge, Alpha Counters, Air-Blocking, and Fall Breaking. The main new feature in the game is the inclusion of the Custom Combo system, which replaces the Chain Combos from the first Alpha. If the Super Combo gauge is on Lv. 1 or above, the player can initiate a Custom Combo pressing two punch buttons and a kick or one punch button and two kicks. The player can then perform any series of basic and special moves to create a Custom Combo until the Timer Gauge at the bottom of the screen runs out.

The single-player mode, much like the original Street Fighter Alpha, consists of eight matches against different opponents, including a fixed final opponent whose identity depends on the player's selected character. Each character also has a secret "rival" whom they can face during the course of the single-player mode. After meeting certain requirements, the rival will interrupt one of the player's matches and exchange dialogue with the player's character, and the player character will then fight the rival instead.

The game brings back all thirteen characters from Street Fighter Alpha, with M. Bison, Akuma, and Dan now being immediately selectable as playable characters. In addition to the Alpha roster, Alpha 2 includes Dhalsim and Zangief, both from Street Fighter II, Gen, an assassin from the original Street Fighter, Rolento, a member of the Mad Gear gang who originally appeared in Final Fight, and newcomer Sakura, a Japanese schoolgirl who takes up street fighting after witnessing one of Ryu's battles.

The Saturn port uses an arranged soundtrack in a streaming ADPCM format (which looped properly like in the arcade version). It feature Shin Akuma as a selectable character via a secret code, in addition to the classic-style Chun-Li. The Saturn port feature the characters Evil Ryu, EX Dhalsim, and EX Zangief from the American arcade version. It also features an exclusive survival mode, as well as an art gallery.

Street Fighter Zero 3

8.8

Developer	Capcom, Mitchell
Publisher	Capcom, (eu) Virgin Interactive
Release date	(jp) August 6, 1999
Genre	Fighting
Mode	1-2 Players

Street Fighter Zero 3 was originally released for the CPS II arcade hardware.Although it was released after the Street Fighter III series had already started (between 2nd Impact and 3rd Strike). The gameplay system from the previous Alpha games was given a complete overhaul with the addition of three selectable fighting styles based on Street Fighter Alpha, Street Fighter Alpha 2, and Super Street Fighter II Turbo, new stages, a much larger roster of characters, and new theme music for all the returning characters.

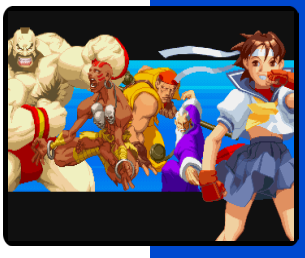
Street Fighter Alpha 3 discards the “Manual” and “Auto” modes from the previous Alpha games and instead offers three different playing styles known as “isms” for players to choose from. The standard playing style, A-ism (or Z-ism in Japan), is based on the previous Alpha games, in which the player has a three-level Super Combo gauge with access to several Super Combo moves. X-ism is a simple style based on Super Street Fighter II Turbo, in which the player has a single-level Super Combo gauge and access to a single but powerful Super Combo move. The third style, V-ism (or “variable” style), is a unique style that allows the player to perform custom combos similar to the ones in Street Fighter Alpha 2, but cannot use Super Combos. In X-ism, players cannot air-block nor perform Alpha Counters, and can only use 1 Super Combo move in its powerful Level 3 version. Alpha 3 also introduces a “Guard Power Gauge” which depletes each time the player blocks – if the gauge is completely depleted, then the player will remain vulnerable to an attack. The I-ism style is customizable when selecting which character and super gauge to be used, which is only exclusive to Dreamcast version’s Saikyo Dojo Mode, or PSP version’s MAX update on World Tour or/and Entry Modes.

The game brings back all eighteen of the characters that appeared in Street Fighter Alpha 2. As with the previous Alpha titles, several characters were added to the game: Cammy, who was previously featured in the console-exclusive Street Fighter Alpha 2 Gold, E. Honda, Blanka, Balrog, and Vega. New characters introduced in Alpha 3 include R. Mika, a Japanese female wrestler who idolizes Zangief; Karin, Sakura’s rival who was first introduced in the Street Fighter manga Sakura Ganbaru! by Masahiko Nakahira; Cody from Final Fight, who has since become an escaped convict; and Juli and Juni, two of Shadaloo’s “Dolls” who serve as Bison’s assassins and guards.

The Sega Saturn port was also released shortly after the initial Dreamcast version in Japan only. This port makes use of Sega’s 4-MB RAM cartridge. The extra RAM include more frames, sprites, and faster loading times than the PlayStation version, making it near arcade perfect. Evil Ryu and Guile are immediately selectable, while the player can also unlock Shin Akuma, who shares a slot with his regular counterpart. While the World Tour and Survival modes are virtually unchanged from the PlayStation version, Dramatic Battle mode received improvements with the addition of Reverse Dramatic Battle mode and allowing three different characters to be used. This is also the only port to feature Dramatic Battle against the entire roster of characters, as all other versions limit this mode to boss characters only.

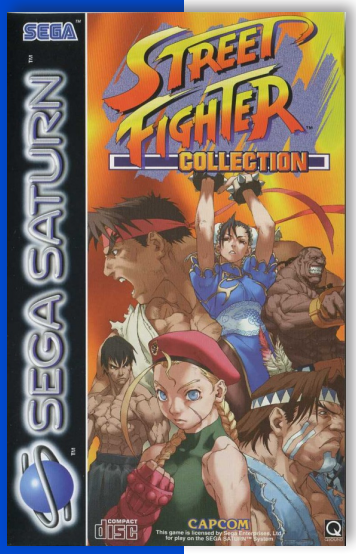
On release, Famitsu magazine scored the Sega Saturn version of the game a 32 out of 40; they later scored it 30 out of 40. The Dreamcast version scored slightly better, receiving a 33 out of 40.

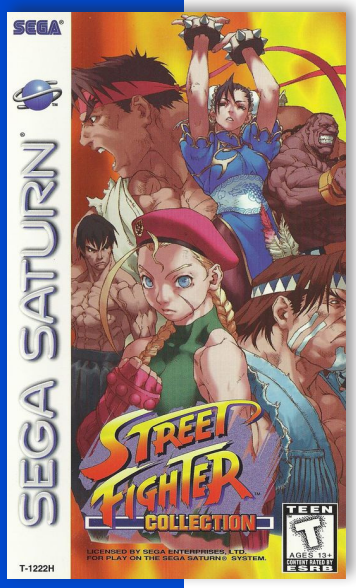
Street Fighter Collection



Developer Capcom
Publisher Capcom, (eu) Virgin Interactive
Release date (jp) September 18, 1997
Genre Compilation
Mode 1-2 Players

8.4





Street Fighter Collection is a fighting game compilation developed and published by Capcom for Sega Saturn and PlayStation. It contains the original Super Street Fighter II and its follow-up Super Street Fighter II Turbo, along with an enhanced version of Street Fighter Alpha 2 titled Street Fighter Alpha 2 Gold, which is exclusive to this compilation.

The Super Street Fighter II games are ported from their original CPS II arcade versions. After selecting either game from the Street Fighter Collection title screen on the first disc, the player is taken to the attract mode from the game they have selected. Both games feature the standard "Arcade", "Versus" and "Option" modes. In Super Turbo, the Super Street Fighter II versions of the returning characters, as well as the hidden character Akuma, are playable through easier means compared to the ones provided in the original arcade version. This version of Super Turbo is also easier than the arcade version; it may be based on the original Japanese version (Super Street Fighter II X) which contained a similarly easier level of difficulty.

Street Fighter Alpha 2 Gold is based on Street Fighter Zero 2 Alpha, an enhanced version of the original Street Fighter Alpha 2 released for the arcade in Japan, Asia and South America. All the game modes and features in the previous PlayStation and Sega Saturn versions of the original Alpha 2 are featured, with the exception of the exclusive "Gallery" mode in the Sega Saturn version of Alpha 2. Evil Ryu, who was selectable in the Sega Saturn version of the original Alpha 2 but not in the PlayStation, is featured in both versions of the game, along with Champion Edition-style renditions of all the Street Fighter II characters featured in the game. Exclusive to this version of the game is the debut of Super Street Fighter II character Cammy in the Alpha series, who is selectable as a hidden character in the game's "Versus" and "Training" modes. The version of this Cammy is the same one previously featured in X-Men vs. Street Fighter, which depicts Cammy as a Shadaloo agent working for M. Bison before joining Delta Red.

GamePro reviewed Street Fighter Collection, rating the Saturn version 16.5 out of 20.

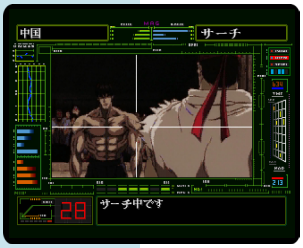
J N P

Street Fighter II Movie

5.2

Developer	Capcom
Publisher	Capcom
Release date	(jp) March 15, 1996
Genre	Miscellaneous
Mode	1-2 Players

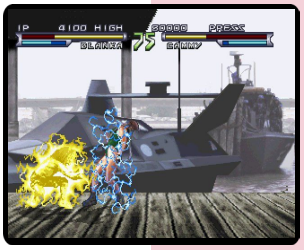
Street Fighter II Movie is a 2 disc FMV game based on a feature-length Japanese anime film of the same name. The premise of the gameplay revolves around the player playing the role of a Monitor Cyborg from the animated film. Just like in the film, the goal is to gather data on the strongest fighters for M.Bison.



J

Street Fighter: The Movie

6.2



J N P

Developer	Capcom
Publisher	Capcom, (us,eu,br) Acclaim
Release date	(jp) August 11, 1995
Genre	Fighting
Mode	1-2 Players

Street Fighter: The Movie, released in Japan as Street Fighter: Real Battle on Film, is a head-to-head fighting game based on the 1994 live-action Street Fighter movie. The movie is itself based on the Street Fighter series of fighting games, and uses digitized images of the film's cast as the characters. While it shares its title with the arcade game Street Fighter: The Movie, the home version is not a port but a similar game developed on the same premise.

While the graphics consists of the same digitized images of the film's cast that were also used for the arcade version, the sprites were processed differently, the background are all different and the combat system is much closer to Super Street Fighter II Turbo.

The Japanese release was named Street Fighter: Real Battle on Film, to distinguish it from the unrelated Street Fighter II Movie game based on the anime film of the same title. Aside from text translations, the voice samples for characters are different between the Japanese and English versions of the game. Much like in the Japanese dub of the movie, the three Grand Masters from Street Fighter II who had their names switched between the Japanese and American versions (Balrog, Vega and M. Bison) are referred by westernized names in the Japanese version. In contrast, Akuma is referred to as Gouki in the Japanese version.

Street Racer

7.5

J P

Developer	Vivid Image
Publisher	Ubisoft
Release date	(eu) November 16, 1996
Genre	Racing
Mode	1-8 Players

Street Racer is a racing video game published by Ubisoft for various systems. It was first released for the Super NES in 1994. Marketed as a "cross between Mario Kart and Street Fighter", the go-kart themed game combined racing with comedy and beat 'em up influenced violence. The game was a success on the SNES and Mega Drive and received mixed reviews across platforms.

Street Racer was intended for release on the 32X shortly after the Mega Drive, however this version was cancelled (possibly in favour of the Saturn version). A Game Gear port was also in development for an expected release in November 1995. This too was cancelled for reasons unknown.

Street Racer is a go-kart racing game which combines racing with violence. Characters can strike opponents with their fists and must avoid explosives littered around the track. The game's characters (including Surf Sister and Frank Instein) possess unique power-ups such as the Screaming Banshee, Batmobile, magic carpet and tri-plane.

The game features the ability to race various championships beginning with the Bronze Championship and moving on to progressively more difficult competitions. An alternative one-on-one mode is also available. The game awards points for final race positions, with bonus points given for accolades such as fastest lap. The competitor with the most points after all races wins the Championship. The game includes a "Rumble" mode in which players attempt to force opponents from an arena. The "Soccer" mode is a free-for-all football match with one goal and in which players tackle by colliding with the opponent.

As in many racing games, the AI in Street Racer adjusts itself according to the player's performance, becoming harder to beat if the player does well and easier to beat if the player makes mistakes.

One of the main selling points of the later PlayStation and Saturn versions was that they supported up to eight players on a split screen, something that would have ordinarily caused slowdown to the point of unplayability on contemporary gaming hardware.

Rob Bright of Sega Saturn Magazine found *"the characters a bit tacky and the characters largely derivative"* but praised the game's artificial intelligence and variety of game modes. He called the graphics *"very nice indeed, colourful and rich in detail"* but said *"racing tends to give you the impression that the road is moving while the car remains stationary."* He compared the game to Mario Kart, saying *"It lacks the overall accessibility of the Super NES classic and the course design isn't quite as innovative."* He said *"Street Racer remains very playable and challenging and is especially fun in multi-player mode"*.

Striker '96

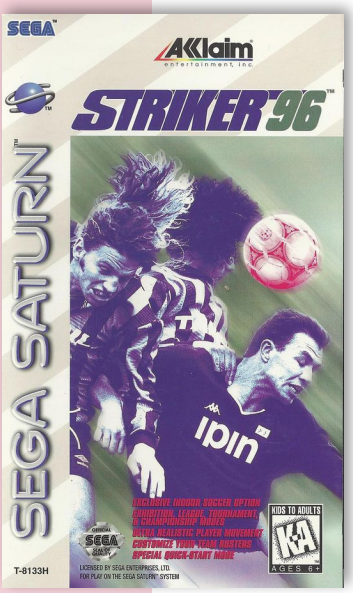
6.7

J N P

Developer	Rage Software
Publisher	Acclaim Entertainment
Release date	(eu) July, 1996
Genre	Sports
Mode	1-4 Players

The graphics combine a 3D pitch with 2D player sprites. The game includes multiple camera angles as well as different weather effects. Players can modify any team's roster, select basic formations, time limits, difficulty, etc. They can Select from 41 international teams and take part in either friendly games, league, or cup tournaments. Also included is a 6 on 6 indoor mode, and multiplayer support for up to 4 players using Gravis's GrIP system or through a network.

"mobygames.com"



Suchie-Pai Adventure Doki Doki Nightmare

7.9

Developer	Jaleco
Publisher	Jaleco
Release date	(jp) February 26, 1998
Genre	Adventure
Mode	1-4 Players

Doki Doki Nightmare is a Japanese-style adventure game with dating elements. The game is a spinoff of the popular Suchie-Pai strip-mahjong series. The player is given a week to travel around the city of Kamiyōga, interacting with its (primarily young females) inhabitants to discover who has caused the strange curse on the city. In addition to the main game, the second disc features several minigames and bonus materials.

J

Sugobencha: Dragon Master Silk Gaiden

6.7

J

Developer	Gimmick House
Publisher	Datam Polystar
Release date	(jp) February 19, 1998
Genre	Table
Mode	1-5 Players

Sugobenchah is a multiplayer board/dating hybrid \ based off of the Dragon Master Silk franchise by Gimmick House, and is a "Gaiden", or Side Story, seperate from the main story. The game tells the tale of Dragon Master Silk, who has gone missing. Four friends of Silk and an original character summoned from the Dokodemo Mirror is on a quest to discover Silk's whereabouts.

"Vysethedetermined2@youtube.com"

6.8

Strikers 1945

J

Developer	Psikyo
Publisher	Atlus
Release date	(jp) June 28, 1996
Genre	Shooter
Mode	1-2 Players

Strikers 1945 is a vertically scrolling shoot-'em-up developed by Psikyo and released in arcades 1995. It was subsequently brought to the Saturn in the following year. As the name suggests, it is supposed to take place in 1945, towards the end of World War II.

Each plane in Strikers 1945 has three attacks: a normal shot, a charged shot, and a bomb that clears the screen of minor enemies and bullets. Both normal and charged shot can be strengthened by grabbing power-ups and extra bombs can be collected. Gold bars, which are found by destroying certain buildings or enemies, can be collected for bonus points.

In the Japanese arcade version, a hidden post-credits bonus can be unlocked if the player beat the entire game without losing a life, showing the six pilots (five females and one male) posing undressed.

Strikers 1945 II

8.3

Developer	Affect Boom, Kuusou Kagaku, Psikyo
Publisher	Psikyo
Release date	(jp) October 22, 1998
Genre	Shooter
Mode	1-2 Players

Strikers 1945 II is a vertically-scrolling shoot 'em up developed and originally published by Psikyo in 1997 for the arcades as a follow-up to Strikers 1945. It was released among other systems for the Saturn,

Continuing where the last game ended, the forces of C.A.N.Y. have been demolished by the Strikers. However, a faction known as the F.G.R. now has the C.A.N.Y. technology and plans to initiate global warfare with massive mecha technology. Once again, the Strikers are called into action to save the world.

As in Strikers 1945, the player chooses one of six World War II-era fighter planes, then uses machine guns and bombs to fight through stages played in random order.

In the console versions, from the fifth stage onwards, in addition to the score being reset, the player must also replay the stage where they lost all their lives from the beginning.

J

Suiko Enbu: Fuunsaiki

7.2

Developer	Data East
Publisher	Data East
Release date	(jp) March 22, 1996
Genre	Fighting
Mode	1-2 Players

Suiko Enbu: Fuunsaiki is an enhanced port of Suiko Enbu (aka, Dark Legend) exclusively upgraded for the Saturn.

This enhanced port features three additional speed settings and refined balance between each fighter, two all new characters (plus the main boss as a selectable fighter) a brand new intro and new backgrounds. Features single-player or two-player vs gameplay.

"mobygames.com"

J

Suikoden: Tenmei no Chikai

8.1

J

Developer	Koei
Publisher	Koei
Release date	(jp) December 27, 1996
Genre	Simulation, Turn-based strategy
Mode	1-7 Players

Suikoden: Tenmei no Chikai, known as Bandit Kings of Ancient China outside of, is a military strategy game, like most of Koei's games, but instead of conquering a country, the goal is to depose the despotic ruler of China. Players start out lowly, and have to work their way up by conquering smaller prefectures, forming alliances, and fighting small battles. They have to earn the right to attack Gao Qiu's home prefecture, though he is off limits until they are powerful.

"mobygames.com"

Suikoden Tendou 108 Sei

7.3

Developer	Koei
Publisher	Koei
Release date	(jp) December 18, 1997
Genre	Simulation, Turn-based strategy
Mode	1 Player

This is the sequel to Suikoden-Tenmei no Chikai, but markedly different from the original in terms of game play. Both games is an adaptation of the book, "The Water Margin" by Luo Guanzhong, and tells the stories of the one hundred and eight bandits of the Liang Marshes. The player controls one of the main characters of that bandit hoard. By slowly gaining followers, popularity and territory, that bandit leader will rise to prominence to redeem the crimes of his past.

J

Super Adventure Rockman

6.4

Developer	Capcom
Publisher	Capcom
Release date	(jp) June 25, 1998
Genre	FMV game, Rail shooter
Mode	1 Player

Super Adventure Rockman is an interactive-movie game for the Saturn and PlayStation in the original Mega Man series from Capcom. It was only released in Japan.

The game is divided into three episodes. Dr. Wily has uncovered an ancient alien supercomputer "Ra Moon" hidden in the ruins of the Amazon, which he uses to revive his various Robot Masters from Mega Man 2 and Mega Man 3. The ruins are somehow capable of ceasing almost all the machinery and electricity in the world, also causing deleterious effects on robots by means of a crude and invasive microwave jamming frequency that suddenly spread after Ra Moon's activation. Roll is quickly affected, so Dr. Light immunizes Mega Man and his brothers, and sends them to stop Dr. Wily before it's too late.

The game plays out like an interactive anime tv mini-series where each disc in the game is an "episode" with opening and ending credits. The player basically follows the plot through numerous movie clips and every now and then is asked to make decisions, be it a reply to a character, the left or right path, or even some quick time events. Aside from this the player is also thrown into battles at certain key points of the game, where the game switches to a static first person view in which the player has to kill whatever enemy or boss has crossed Rockman's path.

Two versions of the Saturn version exist, marked T-1225G and T-1241G respectively. The former was recalled due to a disc defect, and the latter can be identified for using jewel case quad packaging.

Mega Man artist Keiji Inafune claimed that Super Adventure Rockman was developed during a time when Capcom was attempting to branch out the series by *"selling [it] to the lowest bidder"*. Although he had little involvement in the game, he was assigned to finish it after the project leader suddenly quit towards its completion. Inafune exclaimed, *"The ultimate unspoken rule about making a game that is geared towards children is that you simply cannot kill anyone, but here you have military helicopters falling out of the sky and people dying in droves. If it had been up to me, I would have at least made it so they all 'got away safely' via parachutes or something. Then as if that wasn't bad enough, Roll dies... and to top it all off, the whole world is destroyed! I was like, 'Did they really need to go that far?!'"*

Super Adventure Rockman has been poorly received. Brett Elston of GamesRadar included the game in his retrospective on the series for the sake of completeness. *"It's a bizarre animated/FMV/first-person game that doesn't really fit anywhere in the main series,"* Elston stated. *"But is so damn weird it has to be pointed out."* GameSpot writers Christian Nutt and Justin Speer summarized the game as *"an intensely boring and unplayable excursion into timed button pressing"*. 1UP.com editor Jeremy Parish thought the game may be acceptable for those who understand Japanese. Inafune has apologized to fans for the alleged low quality of the game.

Super Casino Special

6.4

J

Developer	Coconuts Japan
Publisher	Coconuts Japan
Release date	(jp) January 24, 1997
Genre	Casino
Mode	1-4 Players

Super Casino Special, also released as Vegas Casino on Playstation, is a game for up to four players comprising Baccarat, Roulette, Let It Be, Black Jack, Video Poker, Keno and Slot Machines.

It can be played in two modes, Ranking play or Free Play. There are three kinds of slot machine which can be played for different stakes. Keno does not appear on the game menu, players have to be invited by the casino hostess in-game.

Super Puzzle Fighter II Turbo

7.9

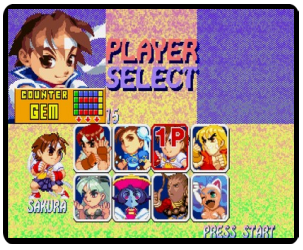
Developer	Capcom
Publisher	Capcom, (eu) Virgin Interactive
Release date	(jp) December 6, 1996
Genre	Puzzle
Mode	xxx

Super Puzzle Fighter II Turbo, known as Super Puzzle Fighter II X in Japan, is a puzzle game similar to the likes of Tetris or Puyo Puyo.

Despite its name there was never a "Super Puzzle Fighter 1" - it is merely just a play on Capcom's earlier game, Super Street Fighter II Turbo. This being said, the game is actually influenced by Street Fighter Alpha and the Darkstalkers franchise, with most Street Fighter II characters missing. Though characters from both series appear in the game they are not controllable by the player, acting solely as avatars.

Similar to other "falling piece" puzzle games, the aim of Super Puzzle Fighter II Turbo is to eliminate the opponent by filling their playfield with blocks (or gems, in this case). In order to achieve this, players must eliminate coloured gems on their side of the play area and produce combos when doing so.

The Saturn and PlayStation versions received moderately positive reviews. Stephen Fulljames commented in Sega Saturn Magazine: *"Puzzle Fighter's main strength is its World Warrior branding. Without it, it would be just another puzzle game, and a slightly flawed one at that. With it, it becomes an altogether more worthy product."* He praised the selectable characters, fighting game elements, various play modes, and graphics, while criticizing the player's overdependence on the appearance of trigger gems.



J

Super Real Mahjong Graffiti

7.3

J

Developer	Seta
Publisher	Seta
Release date	(jp) November 24, 1995
Genre	Compilation
Mode	1 Player

Super Real Mahjong Graffiti is a compilation of all the Super Real Mahjong arcade games up to the Saturn era (besides the first) that were never ported to the Saturn individually. This means it includes Super Real Mahjong PII, Super Real Mahjong PIII, and Super Real Mahjong PIV. They are not straight ports, however, as there have been some changes, such as improved graphics to the earlier games. There are six girls to challenge to strip mahjong.

"mobygames.com"

Super Real Mahjong PV

8.1

Developer	Seta
Publisher	Seta
Release date	(jp) May 26, 1995
Genre	Table
Mode	1 Player

Super Real Mahjong PV is the fifth installment in the strip mahjong series. There is no background story in the game; the player is merely introduced to three high school girls - Mizuki, Aya, and Akira - who challenge him to the game of mahjong. The main mahjong mode is that of the one-on-one variety; after each successfully completed round the girl removes a part of her clothing.

"mobygames.com"

J

Super Real Mahjong P VI

7.4

J

Developer	Seta
Publisher	Seta
Release date	(jp) May 17, 1996
Genre	Table
Mode	1 Player

The sixth arcade game in the Super Real Mahjong series. In a manner extremely similar to previous entries in the series, players play strip mahjong with three females, this time around with Tamami Kayama, Yukari Kinomiya, and Mari Kurihara. This game, however, has a new feature: an "emotion system." Each girl has a heart meter, and if players manage to fill them all, they can play against the secret fourth opponent.

"mobygames.com"

Super Real Mahjong P7

7.6

Developer	Seta
Publisher	Seta
Release date	(jp) May 21, 1998
Genre	Table
Mode	1 Player

Super Real Mahjong P7 is a 1997 arcade mahjong game in Seta's Super Real Mahjong series ported to the Sega Saturn the following year. The port appears to have been significantly toned down from previous ports, earning an "18 and up" rating from Sega of Japan's classification system instead of the usual "X" rating (or it may be that Sega became more lenient; what happened is unknown).

"segaretro.org"

Super Robot Taisen F

8.2

Developer	Winkysoft
Publisher	Banpresto
Release date	(jp) September 25, 1997
Genre	Turn-based strategy, Simulation
Mode	1 Player

The game takes place 4 months after the events of Super Robot Wars 3. Gameplay mechanics are the same of Super Robot Wars 4. The title is a turn based strategic game. When attacked by an enemy, the player can react in three ways: counter, evade (halves enemy % of landing an attack on the player) or defend (if hit, the player receives only half of the damage).

"mobygames.com"

Super Robot Taisen F Kanketsuhen

8.7

Developer	Winkysoft
Publisher	Banpresto
Release date	(jp) April 23, 1998
Genre	Turn-based strategy, Simulation
Mode	1 Player

Super Robot Wars F Final picks up where Super Robot Wars F left, starting at stage 35. F and F Final were originally thought as an unique game, but production delays made the producers decide to split the game in two parts.

Gameplay mechanics are the same of Super Robot Wars 4 (and Super Robot Wars F, of course).

"mobygames.com"

Super Tempo

6.5

Developer	Red Company, Aspect, (sound) T's Music
Publisher	MediaQuest
Release date	(jp) April 29, 1998
Genre	Platformer
Mode	1 Player

Super Tempo is the third and final entry in the Tempo series. Players once again play as Tempo the Grasshopper using musical abilities along with some simple platforming to take out enemies and discover secrets. Tempo teams up with Major Minor and his girlfriend Katy to rescue the Prince of Music World from Planet Technotch.

"mobygames.com"

J

Swagman

8.7

P

Developer	Core Design
Publisher	Eidos Interactive
Release date	(eu) April, 1997
Genre	Action-adventure
Mode	1 Player

Swagman is a action-adventure game with puzzle and platform elements. It was released for the Sega Saturn exclusively in Europe (although it was advertised in North America).

Level progress is linear and mostly revolves around finding keys to open doors, puzzles that require players to switch characters and make use of their different abilities, occasional platforming sections as well as levels where they turn into a monster.

Sword & Sorcery

6.2

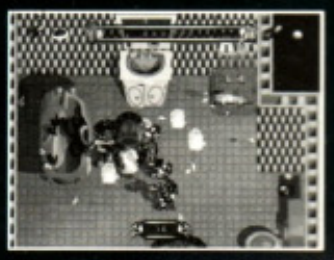
Developer	Microcabin
Publisher	Microcabin
Release date	(jp) May 31, 1996
Genre	Role-playing
Mode	1 Player

Sword & Sorcery was released on other platforms outside Japan as Lucienne's Quest. It is a game in classic roleplaying genre, but presented in full 3D graphics (and sprite characters). The battles are fought in traditional turn-based manner, but allow for more strategy than most classic RPGs. The game places ambient obstacles on the battlefield to block some attack paths, but allows the player to strategically take advantage of the terrain.--

J

FROM THE CREATORS OF TOMB RAIDER

THE SwagMan™ COMETH...



"...This should be one to look forward to ... it is going to be very special!"
GAMESMASTER

"If you're a fan of spooks, spectres and scary sounds then Core's forthcoming Swagman should send a shiver up your spine..."
MEAN MACHINES

Swagman © and TM 1997 Core Design Limited. © & ℗ 1997 Eidos Interactive Limited.
All Rights Reserved.
'PS' and 'PlayStation' are trademarks of Sony Computer Entertainment Inc.
SEGA and SEGA SATURN are trademarks of Sega Enterprises, Ltd.

CORE SEGA SATURN PlayStation EIDOS

Tactical Fighter

5.5

J

Developer	Media Rings
Publisher	Media Rings
Release date	(jp) October 16, 1997
Genre	Simulation
Mode	1 Player

Tactical Fighter is a simulation game were players must train their character up to become a fighter.

Tactics Formula

6.2

Developer	AKI
Publisher	Sega, AKI
Release date	(jp) October 9, 1997
Genre	Simulation
Mode	1-4 Players

Tactics Formula is a Sega Saturn exclusive game released only in Japan. It is a strange mixture of a formula one racing game and a turn-based strategy title, in which rather than racing in real time, the player needs to decide every move in advance taking into account physics and statistics of the cars.

J

"segaretro.org"

Tadaima Wakusei Kaitakuchuu!

4.7

J

Developer	Altron
Publisher	Altron
Release date	(jp) November 3, 1995
Genre	Simulation, Strategy
Mode	1-2 Players

Players use a robot and must plant trees, make them grow, transform them into building materials - then build houses out of them - while trying to protect their team and disrupt the enemy team who are doing exactly the same thing.

"SegaStation@youtube.com"

Taiheiyou no Arashi 2: Shippuu no Moudou

7.0

Developer	GAM, ALU
Publisher	Imagineer
Release date	(jp) June 13, 1997
Genre	Strategy, Simulation
Mode	1 Player

Taiheiyou no Arashi 2: Shippuu no Moudou is a stratrgy war game for the Sega Saturn. The game is set in World War II.

J

Taikou Risshiden II

7.4

J

Developer	Koei
Publisher	Koei
Release date	(jp) December 6, 1996
Genre	Strategy, Simulation
Mode	1 Player

Taikou Risshiden II is part of the Taikou Risshiden series of video games. The game is based around the life of Toyotomi Hideyoshi. Players have to travel around Japan trying to negotiate with the different lords of each town, and also making their way through different combats scenarios. In combat, playerd can choose between attack, defend or special. When attack is choosen, players has to pause the attack bar in one of the attack points to make a succesful attack.

"psxdatacenter.com"

Taikyoku Shougi Kiwame II

7.4

Developer	Log Corporation
Publisher	Mainichi Communications
Release date	(jp) November 29, 1996
Genre	Table
Mode	1-2 Players

Taikyoku Shougi Kiwame II is a shogi game and the sequel to the Playstation game, Kiwame - Taikyoku Shogi. The game features a vs computer mode and a vs players mode.

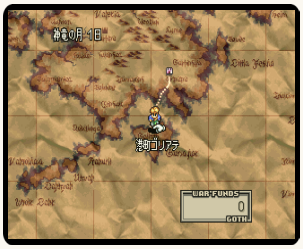
J

Tactics Ogre

8.0

J

Developer	Riverhillsoft
Publisher	Riverhillsoft
Release date	(jp) December 13, 1996
Genre	Role-playing, Strategy
Mode	1 Player



Tactics Ogre: Let Us Cling Together is a Japanese tactical role-playing game originally released in 1995 on the Super Famicom.

Chronologically, the game is the 7th episode of the Ogre Saga. The land of Valeria is in a state of constant tension between the three nations that populate it. The Gargastan people, which constitute the majority, find themselves in a turbulent political situation. The Walstanian minority is being oppressed by the more powerful neighbors. The king of Bacrum, a nation that considered itself Valeria's elite, eventually gained the upper hand in the struggle, and managed to establish an era of peace and stability. All this ended when mysterious accidents began to plague the royal family. A new conflict arose, and eventually led to the ethnic cleansing of the Walstanians. Denim Powell, one of the survivors, embarks on a quest for revenge against those who slaughtered his people.

The gameplay of Tactics Ogre is similar to the turn-based strategy style of tactical RPGs. Like other tactical RPGs, the player builds up a team of several characters with changeable classes and fights battles on isometric grids. The order of movement is determined by the speed of individual characters, in contrast to games in which each side moves its entire team at once. Each character is moved individually on the grid and the order of combat is calculated for each character individually.

The gameplay is intermixed with expositional cutscenes revealing the plot, shown in the same isometric view as the battles. Movement and team management between battles are done through a map interface. Most human characters begin as either amazons or soldiers. By leveling up correctly, they can later progress to the other male or female classes, although most advanced classes are limited to certain alignments: lawful, neutral, or chaotic. Another feature is the "Warren Report", a type of database on the land, people, encounters and races of Valeria.

Tactics Ogre had a long development cycle for its time, and was released 18 months after it was first announced. This was the second game directed by Yasumi Matsuno, following Ogre Battle, which featured a considerably different game style. Conceived as the seventh episode in the Ogre Battle Saga, the game was originally titled Lancelot: Somebody to Love, and then Tactics Ogre: The Bequest of King Dorgalha, before the final title was settled upon. According to Matsuno, Japanese players were not used to the real-time strategy gameplay of Ogre Battle so he changed to a turn based grid system for Tactics Ogre. Furthermore, he stated he felt the previous game "lacked reality", with too many gods and demons, and thus decided to switch to a more dark fantasy atmosphere with a Middle Ages/Roman Empire base for a more realistic setting.

The game was innovative in its nonlinear branching plotline inspired by sound novels and gamebooks at the time. Crucial decisions made in the game determine the path of the story, the members of the players army and the ending sequence. There are multiple endings with radically different outcomes. The game expanded the non-linear alignment system of its predecessor, with three types of alignments for each unit: Lawful, Neutral, and Chaos, none of which are portrayed as necessarily good or bad. The game gives players the freedom to choose their own destiny, with difficult moral decisions, such as whether to follow a Lawful path by upholding the oath of loyalty, even if it means slaughtering civilian non-player characters on the leader's command), or follow the chaotic path by following a personal sense of justice, even if it means rebelling. Such factors affect the game's ending, which is also affected by decisions such as whether to obtain the most powerful class, which can only be acquired by making a tragic sacrifice.

While the concept of branching storylines affected by Law/Neutral/Chaos alignments had already been explored before in the Megami Tensei series developed by Atlus, Tactics Ogre presented choices more grounded in reality, revolving around war crimes and political alliances, rather than supernatural elements. The dark, complex, political narrative of Tactics Ogre revolving around the reality of war was inspired by Matsuno's outside perspective on events that unfolded during the Yugoslav Wars in the early 1990s, including the Bosnian Genocide.

The subtitle of Let Us Cling Together is a reference to the Queen song "Teo Torriatte (Let Us Cling Together)" from their album A Day at the Races. This is one of many references to Queen songs in the series, including Ogre Battle: March of the Black Queen, which references "Ogre Battle" and "The March of the Black Queen" from the album Queen II.

The Saturn version of Tactics Ogre is very similar to the SNES version, though as 256x224 is not a supported video mode on Sega's console (unlike the PlayStation), the game appears "thinner" than its rivals and cutscenes are pillarboxed. There is, however, a wider view of the playfield and an enhanced soundtrack missing in the PlayStation conversion. It also has voiceovers for "important" cutscenes. The port also has voice acting in most of the important scenes, and an art gallery exclusive to this version. In addition, this version makes it is possible for the player to swap bodies with some normally restricted classes through one ability from the Ogre Blade item. In all of the other ports of Tactics Ogre, restrictions are made on which character can be controlled under this ability, but the Sega Saturn port does away with any restriction, significantly impacting gameplay if this feature is to be used by the players.

Taito Chase H.Q. Plus S.C.I.

Developer Taito
Publisher Taito
Release date (jp) August 9, 1996
Genre Compilation
Mode 1 Player

4.6

Taito Chase H.Q. Plus S.C.I. contains carbon copies of the Japanese versions of Chase H.Q. and its sequel Special Criminal Investigation, including the original Japanese text and dialogue. The game feature a few options; a difficulty select, remixed music, and a sound test.

Chase H.Q.

Chase H.Q. was released as a 1988 arcade racing game. It is sometimes seen as a spiritual successor to Taito's earlier Full Throttle. The player assumes the role of a police officer named Tony Gibson, member of the "Chase Special Investigation Department." Along with his partner, Raymond Broady, he must stop fleeing criminals in high-speed pursuits.

At the start of each level the player is informed who they are pursuing, a great distance away: They must apprehend the criminal before their time limit expires. The criminal's car is constantly moving away, so if the player repeatedly crashes or drives too slowly, the criminal will escape. At some points during the game the road splits, and the correct turn must be taken, otherwise it will take longer to catch the criminal. When their vehicle is reached, the time limit is extended; the vehicle must be rammed a number of times until the criminal is forced to stop, then is arrested.

Although superficially similar in technology to Sega's Out Run, Chase HQ features significant technical advancements over that title in the presentation of perspective, hills and track splits.

The game includes five levels. Both the initial time limit to reach the criminal and the time extension to ram the criminal are 60, 65, or 70 seconds.

When Nancy at Chase HQ (at the start of every level) calls on the radio, the frequency is always 144.X (various) MHz. This is actually the 2-meter band of amateur or ham radio frequencies.

Chase H.Q.

Special Criminal Investigation, also known simply as S.C.I. and Chase HQ II: Special Criminal Investigation in some versions of the home ports, is a 1989 arcade game published by Taito.

Instead of the black Porsche 928 of the first game, the player commands a red example of the just-introduced (at the time) Nissan 300ZX Z32 T-Top Turbo. Unlike the first game, the player is able to fire at offending vehicles.

The game brings back protagonists Tony Gibson and Det. Raymond Broady of the first game, and their second game appearance. Broady has taken over the driver's seat this time, while Gibson, as the passenger, serves as the gunman.

A spin-off was released in 1989 titled Crime City. The game play deviates from the traditional third-person driving and is instead a side scrolling type shooter.

Takuramakan: Tonkou Denki

5.5

Developer Alfa System
Publisher Patra
Release date (jp) December 27, 1996
Genre Adventure
Mode 1 Player

The game, also released as Karma: Curse of the 12 Caves, is a FMV adventure set in the caves of Dun-Huang. A trap was set for a terrible demon. The trap worked all too well as it also trapped the stone cutters that built the trap in the walls of the cave. Its the players mission to go in and unlock the stone cutters by solving various puzzles based on Chinese myth and lore.

"mobygames.com"

J

Tama: Adventurous Ball in Giddy Labyrinth

6.2

J

Developer Time Warner Interactive
Publisher Time Warner Interactive
Release date (jp) November 22. 1994
Genre Puzzle
Mode 1 Player

Tama: Adventurous Ball in Giddy Labyrinth was a launch title for the console in Japan, and coincidentally was also a launch title for its main rival, the Sony PlayStation.

The game is a videogame version of a wooden labyrinth game. Players have to guide Tama, a ball shaped being, to the goal of several different labyrinths.

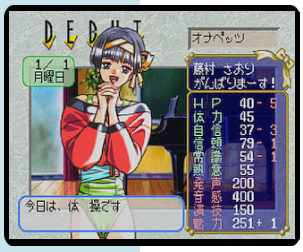
Tanjou S: Debut

6.9

Developer Access, Headroom, Image Works
Publisher NEC Interchannel
Release date (jp) June 28, 1996
Genre Simulation
Mode 1 Player

Tanjou S: Debut is a simulation game published by NEC Interchannel for the Sega Saturn. It is based upon the 1994 two-episode anime Tanjou: Debut.

The game puts the player into the role of a music company agent, who has to work with three potential stars of entertainment: three young girls named Aki, Kumi, and Saori. Most of the game is spent planning schedules for the girls. Practicing music skills, working, and having a vacation.



J

Tantei Jinguuji Saburou: Mikan no Report

7.0

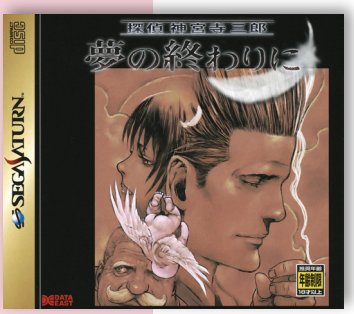
Developer	Data East
Publisher	Data East
Release date	(jp) November 29, 1996
Genre	Adventure
Mode	1 Player

Tantei Jinguuji Saburou: Mikan no Report is the 5th installment of the Tantei Jinguuji Saburo (Jake Hunter) series. An overseas package containing a small key arrives at the detective agency from Jingūji's journalist acquaintance. Jingūji must uncover the hidden meaning of the key.

J

Tantei Jinguuji Saburou: Yume no Owari ni

8.3



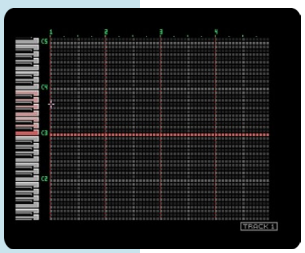
Developer	Data East
Publisher	Data East
Release date	(jp) July 9, 1998
Genre	Adventure
Mode	1 Player

Tantei Jinguuji Saburou: Yume no Owari ni is the 6th installment of the Tantei Jinguuji Saburo (Jake Hunter) series where Jinguji is tormented by dreams of his past. The mystery begins as Yoko unwittingly decides to investigate a requested case.

J

Techno Motor

8.6



Developer	Denshi Media Services
Publisher	Denshi Media Services
Release date	(jp) March 26, 1998
Genre	Miscellaneous
Mode	1 Player

Techno Motor is a fully featured music generator & Midi synthesizer for the Sega Saturn. It's not a game, but a piece of software intended for the creation of mainly club style music such as Techno, Dance, House & Drum 'n bass.

"Da_Shocker@sega-16.com"

J

Teitoku no Ketsudan III

7.1

J

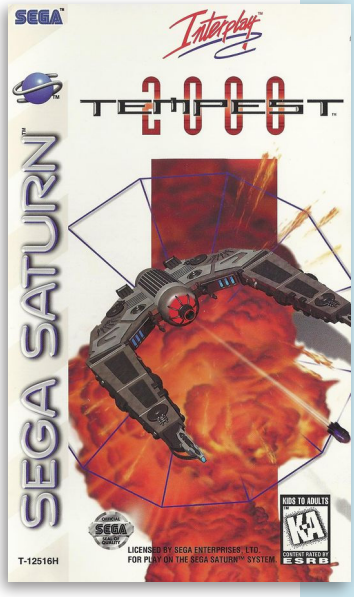
Developer	Koei
Publisher	Koei
Release date	(jp) June 27, 1997
Genre	Strategy, Simulation
Mode	1 Player

Teitoku no Ketsudan III is the sequel to Pacific Theater of Operations II, and was released for the Sega Saturn and Sony PlayStation in 1997. An upgrade, Teitoku no Ketsudan III with Power-Up Kit was released the following year.

Strangely, no version of the game was released outside Japan. The game's sequel, Teitoku no Ketsudan IV on the PlayStation 2, would be released outside Japan as P.T.O.: Pacific Theater of Operations IV.

Tempest 2000

7.2



Developer	High Voltage Software
Publisher	Interplay
Release date	(us) December 20, 1996
Genre	Shooter
Mode	1-2 Players

N P

Tempest 2000 is a 1994 remake by Jeff Minter of the Dave Theurer 1981 arcade game, Tempest. Originally an exclusive to the Atari Jaguar, the game has since been released on PC, Macintosh, PlayStation, and the Saturn.

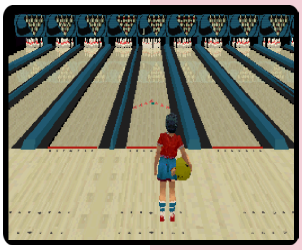
Tempest 2000 modifies the gameplay of the original Tempest by adding bonus levels, power-ups, more sophisticated enemy types, and wildly varying web (level) designs. The game contains a total of 99 webs, with new frame colors and variations every 16 levels. In all versions, the player's progress is saved every couple of levels, and players are allowed to resume by using "keys" to return to the last stage the game saved at.

At a gaming convention, Atari held a conference with prospective developers for the Atari Jaguar at which they listed off arcade games that they were considering having converted to the Jaguar, asking the developers to raise their hands at ones they wanted to work on. Jeff Minter volunteered to do Tempest as it was one of his favorite games. At the launch party for the Jaguar in New York, the creator of the Atari Jaguar took Minter aside and told him that he felt Tempest 2000 was a poor demonstration of the Jaguar's capabilities. Though discouraged, Minter continued to work on the game until it was finished.

The Saturn version, programmed by High Voltage Software, is close to the original Jaguar version, except for the removal of the third type of bonus level. It uses most of the audio tracks from the Tempest 2000 soundtrack CD for gameplay. The speech samples were redone.

7.2

Ten Pin Alley



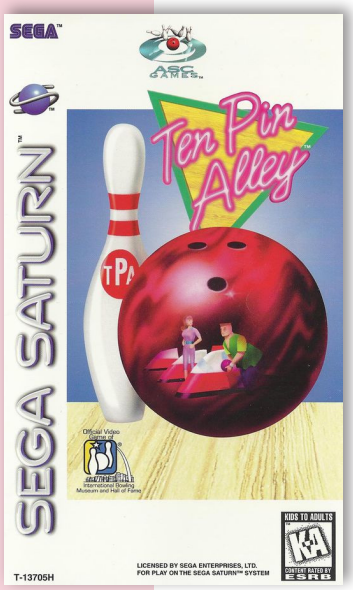
N

Developer	Adrenalin Interactive
Publisher	ASC Games
Release date	(us) November 5, 1997
Genre	Sports
Mode	1-6 Players

Ten Pin Alley is a ten pin bowling game released for the Sega Saturn exclusively in North America.

Players choose from a set of characters, each with their own strengths and weaknesses. The game play modes are single player, multiplayer, tournament and practice.

Each shot is controlled in a similar fashion to many of the golf games of the era: with an accuracy based pendulum system. With this the player decides the power, accuracy and hook for each shot.



Tenant Wars

7.1

J

Developer	KID
Publisher	KID
Release date	(jp) February 11, 1998
Genre	Table
Mode	1-4 Players

Tenant Wars is a board game for the Sega Saturn. Though the Saturn version was not released outside of Japan, the PlayStation port saw a limited release in North America as Board Game: Top Shop in 2001.

The gameplay of Top Shop mimics that of Monopoly, but expands on the property management aspect of that game. As in Monopoly, players move across a game board in accordance to the number they roll on a die, purchase unowned properties when they land on such and earn money when they reach the bank. Rolling an “E” triggers a random event, while landing on an elevator space can affect the direction in which the player moves.

Top Shop deviates from Monopoly when players land on spaces owned by other players. Instead of paying rent, the landing-player must buy an item from the owner-player’s store. Items cost varying levels of money, and when one buys them they disappear from the store and must be restocked by the owner. In addition, when an item is bought the buyer may receive “cash back” and/or a random number of points which can be used at the bank to buy various special events, such as “Random Money Exchange” or “Win the Game.” When neighboring spaces are purchased by the same player, a larger shop with greater stock capacity and more available expensive items is built. Stores themselves can only be bought from other players when they are sold out of all their goods and can only be restocked by their owners when they land on the store, unless a special event allows otherwise.

In addition to multitap support, Top Shop features eight maps, eleven characters, and forty-four shops. It can be played in either story or free play mode.

Tenchi Muyou! Mimiri Onsen: Yukemuri no Tabi

6.1

Developer	Yumedia
Publisher	Yumedia
Release date	(jp) February 9, 1996
Genre	Adventure
Mode	1 Player

Tenchi Muyou! Mimiri Onsen: Yukemuri no Tabi is an adventure game based on the Tenchi Muyo franchise. The game feature the original voice cast and animation from the anime series.

J

Tenchi Muyou! Rensa Hitsuyou

7.5

Developer	Access
Publisher	Pioneer LDC
Release date	(jp) February 28, 1997
Genre	Puzzle
Mode	1-2 Players

Tenchi Muyou! Rensa Hitsuyou is a match 3 style puzzle game combined with the popular anime Tenchi Muyo. Its gameplay consists of lining up chibi versions of the series characters and pulling off combos. The players main objective is to pull off as many combos as they can and keeping the water and blocks low by lining up blocks of the same color, which in turn fills the opponents screen with water.

"THE-BLU-DEMON@theisozone.com"

J

Tenchi Muyou! Ryououki Gokuraku CD-ROM for Sega Saturn

6.6

Developer	Yumedia
Publisher	Yumedia
Release date	(jp) September 29, 1995
Genre	Miscellaneous
Mode	1 Player

Gokuraku CD-ROM for Sega Saturn is a fan disk for Tenchi Muyou franchise which contains various making-of bonus materials and trivia quiz game. This Sega Saturn port originated on PC and as such has adult rating, but the port underwent some content changes and does not include any adult scenes. Overall it contains character info, CG artwork, sketches and illustrations, voice-acting, opening and ending movies, and more.

J

Tenchi Muyou! Toukou Muyou: Aniraji Collection

5.7

Developer	Xing
Publisher	Xing
Release date	(jp) January 17, 1997
Genre	Adventure
Mode	1 Player

Tenchi Muyou!: Touhou Muyou is a visual novel with video clips and CG events featuring full voice-acting for dialogues and Tenchi's thoughts. At certain moments the players actions let them affect the course of dialogues, but it does not affect an overall ending. The story centers on school love of Tenchi Masaki filled with love troubles.

"mobygames.com"

J

Tenchi wo Kurau II: Sekiheki no Tatakai

6.7

J

Developer	Capcom
Publisher	Capcom
Release date	(jp) September 6, 1996
Genre	Beat 'em up
Mode	1-2 Players

Tenchi wo Kurau II: Sekiheki no Tatakai is an arcade beat-'em-up game released in 1992 by Capcom. The game is the sequel Dynasty Wars. Both games are based on the Tenchi wo Kurau manga series.

The game feature nine stages. Each contains large mobs including spearman, archers, strongmen, bomb-wielding opponents, and at least one Wei boss. There is also a variety of weapons which can be picked up.

Tenka Seiha

4.9

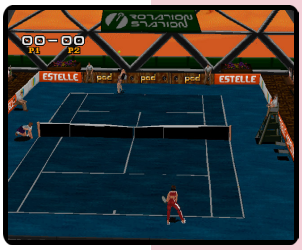
Developer	RON
Publisher	Imagineer
Release date	(jp) August 8, 1997
Genre	Simulation, Strategy
Mode	1 Player

Tenka Seiha is a historical war simulation game for the Sega Saturn. The game was developed by RON and released in Japan in 1997 for the Sega Saturn.

J

7.3

Tennis Arena



Developer	Smart Dog
Publisher	Ubisoft
Release date	(jp) April 9, 1998
Genre	Sports
Mode	1-8 Players

Tennis Arena is a tennis game developed by Smart Dog and published by Ubisoft for the Sega Saturn. It was only released in Japan, though it was advertised in Europe. Apparently, the unreleased PAL game was released as a ROM on the internet.

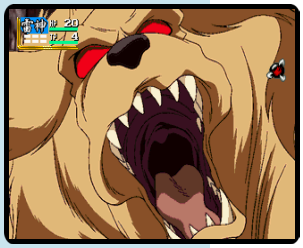
The game is a fast-paced, arcade-style tennis game. Players can choose from eight different players, each with unique strengths and weaknesses

J

7.7

Tengai Makyou: Daiyon no Mokushiroku

Developer	Hudson Soft, Red
Publisher	Hudson Soft
Release date	(jp) January 14, 1997
Genre	Role-playing
Mode	1-2 Players



Tengai Makyou: Daiyon no Mokushiroku, also known as Far East of Eden: The Apocalypse IV, is a spin-off of Hudson and Red's Tengai Makyou (Far East of Eden) series.

For many years the game was a Saturn exclusive, however was remade in 2006 for the PlayStation Portable.

Tengai Makyō: Daiyon no Mokushiroku is the eighth game in the Tengai Makyō series. Unlike previous installments in the series, which take place in a fictional version of Japan named "Jipang", the game takes place in a fictionalized and anachronized version of 1890s America in New Orleans. In the game, a boy named Rizing is exploring the surroundings of his hometown together with a couple of friends. They discover a mysterious old house, go inside, and discover what seems to be a mummy in a coffin. They don't realize that at this moment they unleashed a powerful demon into the world, and that this demon has already possessed the soul of one of the boys.

The gameplay largely follows the general Japanese RPG template and Tengai Makyō gameplay style in particular. As in the previous games, magic spells have to be sought out and acquired rather than learned or bought. A notable change is the absence of random enemies - all the enemies are visibly wandering on the world map or in the dungeons. Other gameplay additions include special attacks that can also performed by several members of the party as a combo, and obtaining money by selling trophies received in battles.

J

Terra Cresta 3D

3.8

J

Developer	Nihon Bussan
Publisher	Nihon Bussan
Release date	(jp) August 8, 1997
Genre	Shooter
Mode	1 Player

Terra Cresta 3D is a vertically scrolling shoot 'em up. The game isn't truly three dimensional, despite the polygonal graphics. Players can't control their altitude, and they can't target enemies flying above or below them like they could in Soukyugurentai or Layer Section. Players spend a lot of time flying over flat, repetitive terrain with the occasional building or bridge jutting out of it. After every second round, players take a detour through a black hole which leads to the boss of that stage.

Terra Phantastica

8.3

Developer	Chime
Publisher	Sega
Release date	(jp) December 27, 1996
Genre	Strategy role-playing
Mode	1 Player

J

Terra Phantastica is strategy RPG; a cross between Riglord Saga and Dragon Force. The main character is a female warrior who must bring up a young prince and at the same time rid the world of evil. Like Dragon Force, each character has a group of 'soldiers' with them. Players choose them themself and they influence the players range, speed, power, etc. Examples of 'soldier' are cavalry, catapults, giants, crows, and monkeys.

"Michael Tham@rpgfan.com"

Texthoth Ludo: Arcanum Senki

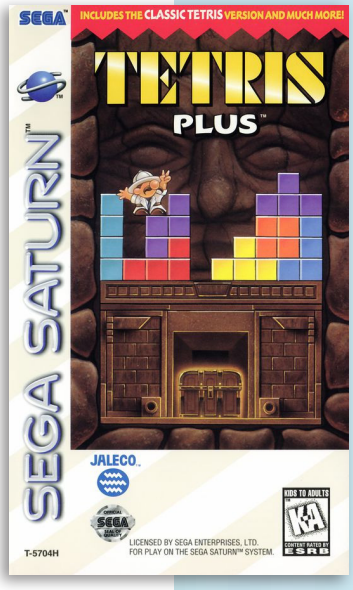
5.2

J

Developer	Pai, Falcon
Publisher	Pai
Release date	(jp) December 18, 1997
Genre	Table, Strategy
Mode	1-4 Players

Texthoth Ludo: Arcanum Senki is a grid based adventure game featuring strategy tactics where the weapons are assorted tarot cards with special abilities, attacks and defense mechanisms. The weapons, which provide attack and defence mechanisms for the player are in the form of tarot cards. All the characters depicted in the cards are strong, and fully in control of their powers.

"alchemywebsite.com"



Tetris Plus

6.8

Developer	Natsume
Publisher	Jaleco, (eu) JVC
Release date	(jp) August 30, 1996
Genre	Puzzle
Mode	1-2 Players

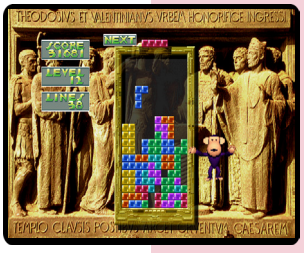
Tetris Plus is a 1995 arcade game by Jaleco ported to multiple game systems including the Sega Saturn. Tetris Plus is notable for being the first successful release of a Tetris-brand game on a game console not developed or owned by Nintendo, succeeding in being released after Tetris for Mega Drive was blocked from release, and pre-dating the release of Tetris-S by about five months.

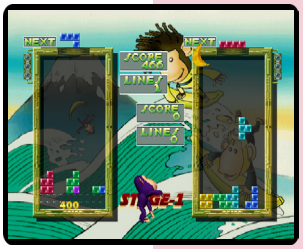
The game consists of two main modes, Classic Mode and Puzzle Mode. Classic Mode functions like the original Tetris game for the Game Boy except with different music and visuals. However, because the cartridge has battery-powered SRAM, it also has the ability to remember high-scores. Puzzle Mode is a twist on the classic gameplay that provides a new scenario. Also included is an editor for making Puzzle levels, and Link capability for competitive multiplayer in either game mode.

J N P

Tetris S

6.8



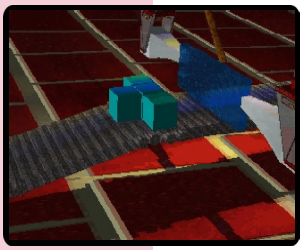


J

Developer	Bullet Proof Software
Publisher	Bullet Proof Software
Release date	(jp) December 27, 1996
Genre	Puzzle
Mode	1-2 Players

Tetris S is the second of two Tetris games released for the Saturn. Unlike the arcade port Tetris Plus which was released a few months earlier, it was specifically made for the console. This version includes a single player mode as well as multiplayer against an AI or between two human players.

The single player mode works like traditional Tetris and uses the same rotation rules as Sega's earlier arcade game conversions. Like always the player guides blocks down a well with the aim of creating lines at the bottom. These lines are then removed and the player earns points. The game ends when the blocks reach the top of the well, but in this version there is a continue option allowing the player to keep playing at the current level. The multiplayer works the same way but with one difference: if more than one line is removed the opponent's next few blocks will fall at a greater pace. The number of lines removed affects how many blocks will be sped up.



The Tower

7.7

Developer	OPeNBooK
Publisher	OPeNBooK
Release date	(jp) March 1, 1996
Genre	Simulation
Mode	1 Player

The Tower was originally designed by Yutaka “Yoot” Saito - his first venture at his company OPeNBooK and published for a variety of platforms in 1994. A ports was seen in the west as SimTower, published by Maxis.

The game is a “tower” simulation game similar in design to Maxis’ SimCity. Players essentially construct a tower, managing its content and transport systems in a bid to keep residents happy and make money.

J

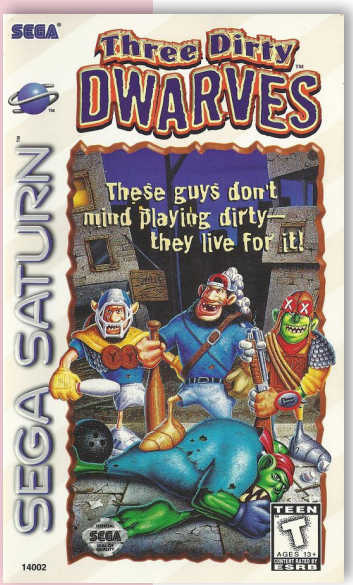
Three Dirty Dwarves

6.9

J N P

Developer	SegaSoft, Appaloosa Interactive
Publisher	Sega
Release date	(us) September 27, 1996
Genre	Beat-’em-up
Mode	1-3 Players

Three Dirty Dwarves is a side-scrolling action game. The main game mechanics allows the player to switch between each of the three dwarf and use its special attack (e. g. baseball bat and baseballs, bowling pins and bowling balls, and a shotgun). Additionally, there is the DwarfMorph” attack where the dwarves act as one.



Tilk: Aoi Umi kara Kita Shoujo

4.8

Developer	TGL
Publisher	TGL
Release date	(jp) December 23, 1997
Genre	Tactical role-playing
Mode	1 Player

Tilk - Aoi Umi Kara Kita Shoujo is a tactical RPG that was released for the Playstation and Saturn consoles.

The game begins with Billy Drake (the main character of the game) who joins his friends, Merril Fount, Font Tohkung, Pack Myson, and Glutch Gantoh, and decide to go to Rogear Danco’s corral. They talk to him and after that they encounter the first battle of the game against some wolves that are attacking his animals.

“psxdatacenter.com”

J

OPeNBooK

SEGASATURN

The Tower オリジナルマグカップ プレゼントキャンペーン!!

6/22(土)より 先着10,000名様!!

タワーを買うと これがお店で もらえる!

「ザ・タワー」のキャラクターたちが、素敵なマグカップになりました。

今回ご用意したマグカップは4種類。住宅に住んでいる小学生、オフィスに勤めるビジネスマン、ハンバーガーショップにやってきた子供づれの主婦、そして映画館で愛を育む若いカップル。タワーから飛び出して来た住人たちをモチーフにしています。

●必ず購入前に店頭でキャンペーン対象品かどうかご確認ください。

※ マグカップのデザインは実物とは異なる場合があります。

高層ビルシミュレーション

[ザ・タワー]

セガ・サターン版 価格:6,800円

好評発売中!

● タワーユーザーのための会議室開設中!! ●

現在、Nifty-Serveのゲームベンダーズステーションに Towerの会議室を開設しています。「GO SGAMEVA」でぜひ一度お立ち寄りください。

● OPeNBooKインターネットホームページ開設中!! ●

http://www.open-book.com

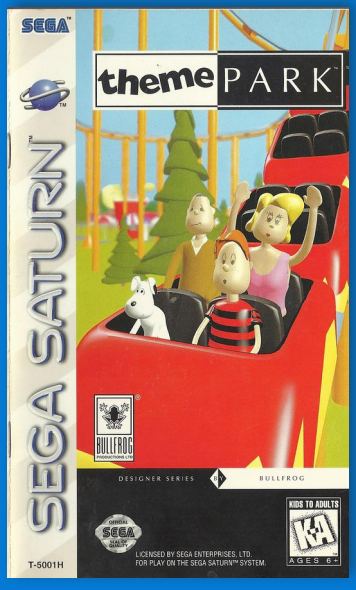
このマークが表示されたソフトウェア、ハードウェアおよび周辺機器は、セガサターンと互換性があります。

SEGASATURNおよび は株式会社セガ・エンタープライゼスの商標であり、SEGASATURN専用の周辺機器、ソフトウェアを表すものとしてその表示を承認したものです。

オープンブック株式会社
〒261-71千葉市美浜区中瀬2-6WBGマリブイースト15F
TEL.043-297-6412 (ユーザサポート専用)

Theme Park

8.5



JNP

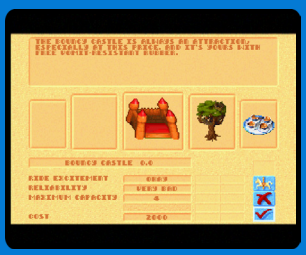
Developer	Bullfrog Productions
Publisher	Electronic Arts, (jp) Electronic Arts Victor
Release date	(jp) December 22, 1995
Genre	Role-playing
Mode	1 Player

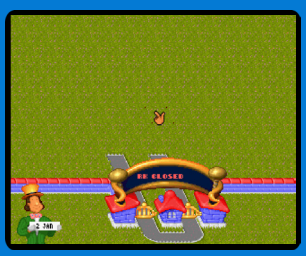
Theme Park is a construction and management simulation developed by Bullfrog Productions and published by Electronic Arts in 1994. The player designs and operates an amusement park, with the goal of making money and creating theme parks worldwide. The game is the first instalment in Bullfrog's Theme series and their Designer Series. It was released for a variety of systems, including the Sega Mega Drive, Sega Mega-CD, Sega Saturn in the following year.

Starting with a free plot of land in the United Kingdom and few hundred thousand pounds, the player must build a profitable amusement park. Money is spent on building rides, shops, and staff, and earned through sale of entry tickets, merchandise, and refreshments. Shops available include those selling foodstuff (such as ice creams) or soft drinks, and games such as coconut shies and arcades. Their attributes can be customised, which may affect customers' behaviour: for example, affecting the flavour of foods (e.g. by altering the amount of sugar an ice cream contains) may affect customers' enticements to return. Facilities such as toilets, and items that enhance the park's scenery (such as trees and fountains) can be purchased. Over thirty attractions, ranging in complexity from the bouncy castle and tree house to more complicated and expensive rides such as the roller coaster and Ferris wheel are available. Also available as rides are shows (called 'acts') with themes such as clowns and mediaeval. Certain rides, such as roller coasters, require a track to be laid out.

Visitors arrive and leave via a bus. The entry price can be set, and loans can be taken out. The player starts with a limited number of shops, rides, and facilities available. Research must be carried out to purchase others. Research can also make rides more durable, staff more efficient, and buses larger with increased capacity. The topic of research and how much funding goes into it is determined by the player.

Staff available for employment include entertainers, security guards, mechanics, and handymen. Lack of staff can cause problems, including messy footpaths, rides breaking down, crime, and unhappy visitors. If visitors become unhappy, thugs may come to vandalise the park by committing offences such as popping balloons, stealing food, and beating up entertainers.





Theme Park offers three levels of simulation: the higher difficulties requiring more management of aspects such as logistics. For example, at full level, the player must manage research, negotiations, stocks, and shares. On sandbox, the game does not involve those aspects. Game time is implemented like a calendar: at the end of each year, the player is judged on that year's performance against rivals. Game speed can be adjusted, and staff can be moved by the player. Cash awards may be earned for doing well, and trophies may be awarded for achievements such as having the longest roller coaster.

The goal is to increase the park's value and available money so that it can be sold and a new lot purchased from another part of the world to start a new theme park. Once enough money has been made, the player can auction the park and move on to newer plots, located worldwide and having different factors affecting gameplay, including the economy, weather, terrain and land value.

From a Sega perspective the game is fairly interesting, as it technically released twice on the Saturn in Japan, first as regular Theme Park seen here, and again as Shin Theme Park, a localised variant. The game was originally designed with a mouse in mind, but none of the Sega ports are compatible with their respective mouse add ons, whether that be the Sega Mouse or Shuttle Mouse.

Peter Molyneux stated that he came up with the idea of creating Theme Park because he felt the business genre was worth pursuing. He said that Theme Park is a game he had always wanted to create, and wanted to avoid the mistakes of his earlier business simulation game, The Entrepreneur: he wanted to create a business simulation game and make it fun so people would want to play it. In an interview, he explained that the primary reason he created Theme Park was because he wanted players to create their dream Theme Park. Another reason is he wanted players to understand the kind of work running one entails. The three difficulty settings enable players to choose the desired depth: simply having fun creating a theme park, or making all the business decisions too. Molyneux stated that the most difficult part to program was the visitors' behaviour.

The story was originally to have the player play the role of a nephew who had inherited a fortune from his aunt, to be spent only on the world's largest and most profitable theme park. The graphics were drawn and modelled using 3D Studio. Molyneux stated that each person takes about 200 bytes of memory, enough for them to have their own personality. The team travelled the world visiting theme parks and taking notes, and sound effects were sampled from real parks. Molyneux explained that they were going for as much realism as possible. There was to be a feature where a microphone is placed on a visitor and so the player could hear what they were saying, and multiplayer support was dropped two weeks prior to release because of a deadline. Multiplayer mode would have let players send thugs to other parks.

The Saturn version was noted as being mostly faithful to the PC original. Sam Hickman of Sega Saturn Magazine praised it for retaining the original intro, music, speech samples, and features of the PC version (all of which had been left out of most previous console versions), although a reviewer from the Japanese magazine of the same name criticised the lack of mouse support. Electronic Gaming Monthly's reviewer held a similar opinion to that of Hickman by commending the Saturn version for being a comprehensive port of the PC original, and also applauded the addictive simulation gaming of Theme Park.

Thunder Force Gold Pack 1

Developer	Technosoft
Publisher	Technosoft
Release date	(jp) September 27, 1996
Genre	Compilation
Mode	1 Player

Thunder Force: Gold Pack 1 is a re-release of both Thunder Force II and Thunder Force III for the Saturn. Both chapters in the side-scrolling shooter saga have been faithfully emulated with the addition of CD music, new CG cutscenes and other bonus features.

Thunder Force II

The game was first released in 1988 for the Sharp X68000 computer. Stages in the game are now split into two formats: the free-directional scrolling, overhead stage format from the previous game, and horizontal forward-scrolling stages which would become the series mainstay, dropping the former entirely.

Thunder Force III

The third chapter in the Thunder Force series was released in 1990 for the Sega Genesis. The free-directional, overhead stage format featured in the previous two games is removed and replaced entirely by the horizontally aligned stage format.

6.1

J

Thunder Force Gold Pack 2

6.9

J

Developer	Technosoft
Publisher	Technosoft
Release date	(jp) December 6, 1996
Genre	Compilation
Mode	1 Player

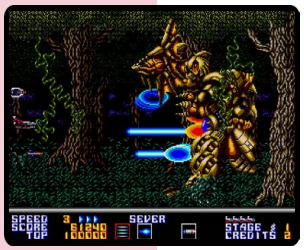
Thunder Force: Gold Pack 2 is the second re-packaged release in the Thunder Force series, featuring emulated versions of Thunder Force IV and the arcade-only Thunder Force AC. The re-packaged versions include new CG cutscenes and a few extra features such as the ability to control other ships.

Thunder Force II

Thunder Force IV, known in North America as Lightening Force: Quest for the Darkstar, was released in 1992 for the Mega Drive. The game format is mostly unchanged from the previous game).

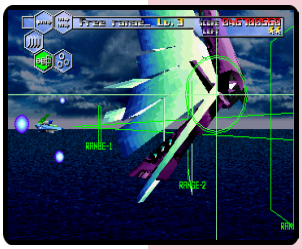
Thunder Force AC

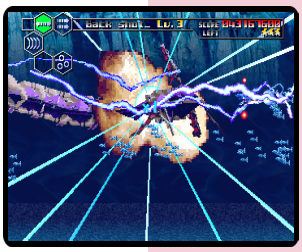
This is the arcade port of the Mega Drive game Thunder Force III. Thunder Force AC AC has been described as a retooling of Thunder Force III because it borrows enemies and stages from the earlier Thunder Force II, as well as adding some original content.

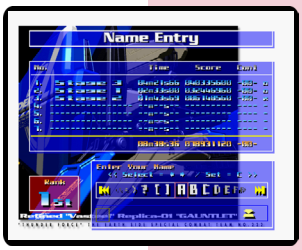


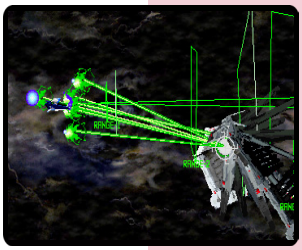
7.8

Thunder Force V









Developer	Technosoft
Publisher	Technosoft
Release date	(jp) July 11, 1997
Genre	Shooter
Mode	1 Player

Satakore

Special Pack

Thunder Force V was, for nearly a decade, the final entry in the Thunder Force series of shoot-'em-up games by Technosoft; it was also the last entry developed by them. It was initially released in 1997 exclusively in Japan for the Sega Saturn with two retail versions, the normal pack which was just a standard release, and a special pack which contained a remix music CD of various Thunder Force music (entitled Best of Thunder Force, which was later released separately). A port with some changes, Thunder Force V: Perfect System, was released the following year for the PlayStation, which was released also in North America; the localization of this version, created by Working Designs, is notable in that it contains certain changes to gameplay, a staple of Working Designs releases.

As a pilot for the Thunder Force group, it's up to the player to destroy an evil alien race bent on destroying the Earth and all of its inhabitants.

The stage format has the same horizontally aligned orientation of previous games and only stretch to the size of a TV screen as in Thunder Force III. The biggest change in the look of the game is the use of three dimensional polygons to model the game sprites and some of the scenery (instead of the two dimensional sprites in previous games). This change gives the appearance of 3-D objects scrolling against a 2-D backgrounds, which is commonly referred to as a "2.5-D" effect.

As in Thunder Force IV, the player can choose the play order of the starting stages, but now only for the first three stages. The same speed gauge from Thunder Force IV is used, and is operated the same way. The only difference between the weapon system of this game from Thunder Force III and IV is that there are no longer any items to enhance the players' default weapons. Instead, they are automatically enhanced at a later point in the game and the enhanced versions become new defaults. All the weapons have appeared in previous Thunder Force games, but a few have been changed radically.

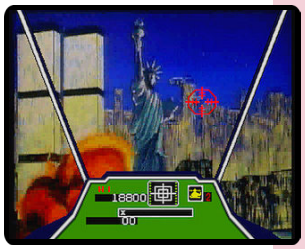
Graphically, the Sega Saturn version of Thunder Force V is superior, as it features special effects not present in its PlayStation counterpart. A good comparison of the differences can be found in Stage 3 "Human Road", in which some extra graphical touches found in the Saturn game were removed when ported to the PlayStation. The Saturn version also has better sound quality (CDDA) than the PlayStation version (ADPCM). However, the PlayStation version features extra artwork, CG rendered movie sequences, additive BGMs, game modes, and other easter eggs that the Saturn version lacks, and shows less slowdown than the Saturn counterpart.

Thunder Storm & Road Blaster

6.5

Developer	Ecseco Development
Publisher	Ecseco Development
Release date	(jp) October 20, 1995
Genre	Compilation
Mode	1 Player

Thunder Storm & Road Blaster is a Sega Saturn compilation containing Thunder Storm LX-3 (Cobra Command) and Road Blaster (Road Avenger, Road Prosecutor). Both had previously been released on the Sega Mega-CD, among other consoles.



J

Thunder Storm

Cobra Command, known as Thunder Storm in Japan, is a 1983 FMV arcade game by Data East. It was first released on Sega LaserDisc hardware presumably as an upgrade for Astron Belt (MAME has Astron Belt as this game's parent).

The game is an interactive movie and shooter game, where the player watches scenes as the helicopter flies by the conflict zone. The game screen is represented by the helicopter's cockpit, and the player controls a crosshair that can be moved to aim at the enemy forces.

Road Blaster

Road Blaster is an arcade game developed by Data East and Toei Animation and released in 1985. As with other laserdisc-based arcade games from the same time, the gameplay consists of on-screen instructions overlaid over pre-recorded full motion video animated footage of high-speed chases and vehicular combat. The player controls the cross-hair to steer their car toward the correct directions according to the green arrows flashing and beeping beside it, while controlling the gas pedal, brake and booster whenever they light up.

The game has nine stages. Upon successfully completing a level, the player is graded on the reaction time. Different difficulty levels can be selected. In Normal Mode, pop-up icons and audio tones signal when to turn left or right, brake, hit turbo, or hit other cars.

Time Bokan Series: Bokan to Ippatsu! Doronboo Kanpekiban

7.2

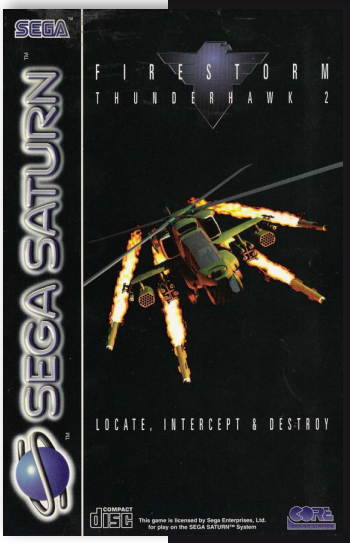
Developer	Tatsunoko Production, Banpresto
Publisher	Banpresto
Release date	(jp) September 25, 1997
Genre	Shooter
Mode	1-2 Players

Time Bokan Series: Bokan to Ippatsu! Doronboo Kanpekiban is a vertical shoot-'em-up game for the Sega Saturn.The game is part of the Tatsunoko's Time Bokan franchise, which pits the Doronbo gang against each show's respective heroes.

J

Thunderhawk II

8.5



Developer	Core Design
Publisher	Core Design, (us) U.S. Gold, (jp) Victor Entertainment
Release date	(eu) December, 1995
Genre	Shooter, Simulation
Mode	1 Player

This is the sequel to Core's Sega CD game, AH-3 Thunderstrike. Like the previous game in the series, this is a helicopter simulator/shooter.

The player pilots an AH-73M attack helicopter through a variety of missions around the world. The game consists of eight campaigns, taking place in locations such as the Panama Canal, South America, and the South China Sea. While the player can choose a campaign in any order, missions must be completed chronologically. The AH-73M is controlled by turning, altering altitudes, and accelerating or decelerating the helicopter. The player can choose to view the action from various viewpoints, including views from outside the helicopter or from within a cockpit. The AH-73M is armed with a variety of weapons, which includes a chain gun, missiles, rockets, and cluster bombs. Most of the weapons, except for a chain gun, uses a limited supply of ammunition. It is possible for the player to heavily customise the weaponry on their AH-73M before the beginning of each mission.

Firestorm: Thunderhawk 2 was created by the British studio Core Design, as a sequel to the original Thunderhawk. Mark "Mac" Avory served as a lead programmer, while Martin Iveson handled the game's music and sound effects. The game was developed simultaneously for the PC, Saturn, and PlayStation, with the PC as the lead platform. According to Avory, the game took very little time to develop since it reused the game engine from Thunderhawk; it took only one month to create a playable version for the PC, and just a few days to port this early version over to both the PlayStation and Saturn. With this accomplished, the team set about adding additional missions, troops, and bug fixes, working towards a release date of 4 December 1995 for all three versions.

The Sega Saturn and Sony PlayStation versions received mostly positive reviews. Common subjects of praise included the fun of destroying enemies and scenery, the large number of missions, and the use of contemporary real world scenarios and weaponry. Critics generally complimented the heavily detailed and realistic graphics, but reprimanded the draw distance problems, particularly the considerable pop-up. However, even the game's sternest critics concluded it to be far better than contemporary flight simulators.

J N P

Time Commando

5.4

Developer	Virtual Studio
Publisher	Acclaim Entertainment
Release date	(jp) March 12, 1998
Genre	Action-adventure
Mode	1 Player

Time Commando is an action-adventure game originally released for the PC in 1996, and later ported for PlayStation and Sega Saturn.

The game takes place in the near future, in the year 2020. At the Historical Tactical Center, the military, with the help of a private corporation has created a computer capable of simulating any form of combat from any point in history. However, a programmer from a rival corporation infects the system with a "Predator Virus" that creates a time-distortion vortex, which threatens to swallow the world if it is not destroyed. The player controls Stanley Opar, a S.A.V.E. (Special Action for Virus Elimination) operative at the facility who enters the vortex to try and stop the virus.

In order to accomplish this, Stanley must combat various enemies throughout different time periods. These eras are Prehistoric (featuring cavemen, saber tooth tigers, and cave bears), Roman Empire, Feudal Japan, Medieval, Conquistador, Wild West, Modern Wars (World War I and supposedly World War III), Future (Stanley's era), and finally, inside the main computer (Virus World), culminating in a showdown with the virus itself.

In each level, Stanley collects various weapons exclusive to the time period. Stanley has a small life bar that grows larger when the player picks up life power-ups. Along the same lines, Stanley has multiple lives. As the player plays through a level, a time bar, which counts down time until the virus completely takes over and the player dies, slowly fills. This bar can be emptied by depositing computer chips collected throughout the levels in various "orb pools," which resemble the vortex Stanley first entered.

The four reviewers of Electronic Gaming Monthly liked the game's concept and the weapons the player can use in each era, but criticized the animations and the difficulty in hitting enemies due to the poor controls and full motion video scrolling. Crispin Boyer and Sushi-X in particular remarked that the game is mainly enjoyable due to the unintentionally humorous animations. GameSpot also mentioned problems with the controls and animation but were otherwise more positive, summarizing that *"Time Commando's stunning 3-D graphics and innovative gameplay bring action and adventure on the Playstation to dizzying heights."* Atomic Dawg of GamePro actually praised the controls, but agreed that *"the overall visual impact is diminished by pokey, lame-looking basic moves."* His main criticism was how slowly the game moves whenever the player is not in a fight, and he concluded Time Commando to be an essentially good game that players would need an unusually high amount of patience to enjoy. A Next Generation critic said in a brief review that *"It looks good, but it's repetitive, the control is twitchy, and it never quite takes off."*

Time Gal & Ninja Hayate

5.7

Developer	Ecseco Development
Publisher	Ecseco Development
Release date	(jp) January 17, 1997
Genre	Compilation
Mode	1-2 Players

Time Gal & Ninja Hayate is a compilation of two Taito LaserDisc arcade FMV games, Time Gal and Ninja Hayate. The Time Gal conversion supposedly does not contain anything added by Wolf Team in their earlier Mega CD conversion of the game. This port supposedly adds bonus features to both games.

Time Gal

Time Gal is an interactive movie video game developed and published by Taito, and originally released in Japan for the arcades in 1985. It is an action game which uses FMV to display the on-screen action. The player must correctly choose the on-screen character's actions to progress the story. The pre-recorded animation for the game was produced by Toei Animation.

The game is set in a fictional future where time travel is possible. The protagonist, Reika, travels to different time periods in search of a criminal, Luda, from her time. After successfully tracking down Luda, Reika prevents his plans to alter the past.

Ninja Hayate

Ninja Hayate is a 1984 laserdisc video game first developed and released by Taito for arcades in Japan and the United States.

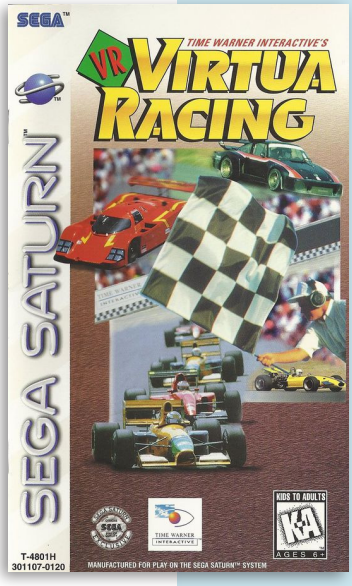
The game tells the story of a skilled and daring teenage ninja named Hayate, infiltrating an evil castle in an attempt to rescue a princess he loves. Hayate must survive a collection of deathtraps and defeat a variety of mythological creatures and other adversaries on his quest to save the princess and destroy the castle.

The game draws players to guide Hayate with a controller for moving him around and one button for using weapons through 15 different stages that take place in feudal Japan-based areas. There are three difficulty levels.

J

Time Warner Interactive's V.R. Virtua Racing

6.9



Developer	Time Warner Interactive
Publisher	Time Warner Interactive
Release date	(us) November 6, 1995
Genre	Racing
Mode	1-2 Players

Virtua Racing is a polygon-based arcade racing game in which players must beat an opponent, who is another player or computer controlled.

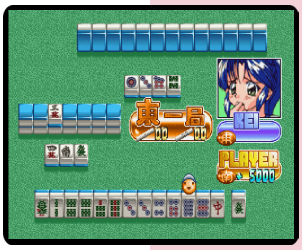
In the conversion to the Saturn, many new features were added: 7 new tracks. 4 new cars, which brings the total number of cars in the game to 5. And a new Grand Prix mode.

"mobygames.com"

J N P

6.6

Tokimeki Mahjong Graffiti: Toshishita no Tenshi Tachi



J

Developer	Sonnet Computer Entertainment
Publisher	Varie
Release date	(jp) May 3, 1996
Genre	Table
Mode	1 Player

Tokimeki Mahjong Graffiti: Toshishita no Tenshi Tachi is a mahjong game developed and published by Sonnet Computer Entertainment for the Sega Saturn. It was the third and final game in the Tokimeki Mahjong series.

Tokimeki Mahjong Paradise: Koi no Tenpai Beat

6.0

Developer	Sonnet Computer Entertainment
Publisher	Varie
Release date	(jp) October 20, 1995
Genre	Table
Mode	1 Player

Tokimeki Mahjong Paradise: Koi no Tenpai Beat is a mahjong game developed and published by Sonnet Computer Entertainment for the Sega Saturn.

The game came with a small art book.

J

7.9

Tokimeki Memorial: Forever With You

J

Developer	Konami
Publisher	Konami
Release date	(jp) July 19, 1996
Genre	Simulation, Adventure
Mode	1 Player

This is an updated version of the TurboGrafx CD release of Tokimeki Memorial. This version has improved graphics and sound, new cut-scenes, and new mini-games.

Players take the role of a young boy who is going to study three years at the Kirameki High School in Japan. The goal is to win the affection of one (or more) of the twelve girls who also study with him.

Tokimeki Memorial Drama Series Vol. 1: Nijiiro no Seishun

7.6

Developer	Konami
Publisher	Konami
Release date	(jp) July 10, 1997
Genre	Adventure
Mode	1 Player

Nijiiro no Seisyun is the first story in the Tokimeki Memorial Drama Series trilogy which takes place within the same years of school life depicted in the original Tokimeki Memorial: Forever with You, but focuses on a shorter time period. Each of the three games features different protagonist who are all childhood friends of Shiori Fujisaki, the main heroine from the Tokimeki Memorial series.

J

Tokimeki Memorial Drama Series Vol. 2: Irodori no Lovesong

8.1

J

Developer	Konami
Publisher	Konami
Release date	(jp) March 26, 1998
Genre	Adventure
Mode	1 Player

The second game, Irodori no Love Song (“The Many Hues of a Love Song”), focused on Katagiri Ayako with the player trying to compose a new song in time to win the school festival’s band contest.

“ipfs.io”

Tokimeki Memorial Drama Series Vol. 3: Tabidachi no Uta

8.6

J

Developer	Konami
Publisher	Konami
Release date	(jp) April 1, 1999
Genre	Adventure
Mode	1 Player

The third and final drama game was Tabidachi no Uta (“Poem of Journeys”) and featured both Shiori Fujisaki and Miharu Tatebayashi sharing a similar story about the player running a marathon just before graduation that branches off into different directions depending on which girl you choose to pursue. The Drama series were developed by Hideo Kojima.

“ipfs.io”

Tokimeki Memorial Selection Fujisaki Shiori

7.8

Developer	Konami
Publisher	Konami
Release date	(jp) March 27, 1997
Genre	Simulation, Adventure
Mode	1 Player

This is a spin-off from the main Tokimeki Memorial game series with main focus on Shiori Fujisaki, the main heroine from the original Tokimeki Memorial game.

Gameplay-wise, the game contains four really shot date visual novels, one for each season (spring, summer, fall and winter) and a rock-paper-scissors mini-game players can play with Shiori.

J

Tokimeki Memorial: Taisen Pazurudama

7.2

J

Developer	Konami
Publisher	Konami
Release date	(jp) September 27, 1996
Genre	Puzzle
Mode	1-2 Players

Tokimeki Memorial Taisen Puzzle-Dama is a Tokimeki Memorial themed Taisen Puzzle-Dama spin-off game. Puzzledama belongs to the “falling pieces” genre of puzzle game, probably best defined by Compile’s Puyo-oPuyo series of puzzle games.

Tokimeki Memorial: Taisen Tokkaedama

7.1

Developer	Konami
Publisher	Konami
Release date	(jp) August 7, 1997
Genre	Puzzle
Mode	1-2 Players

Tokkaedama is the second puzzle game based upon TokiMemo; the game, Puzzledama, has more similarities to PuyoPuyo than Tokkaedama. The game does not really require any strong Japanese skills.

J

KONAMI

この1枚で、詩織と楽しい一時を過ごしませんか。

【ときめきメモリアル Selection 藤崎詩織】(仮称)

ついに歌手デビューを果たした藤崎詩織ちゃん。何だか手の届かないところに行ってしまった気がしているファンの人もいるんじゃないかな!! でも安心して。そんな人のために、詩織ちゃんだけをフィーチャーした、バラエティソフトがプレイステーションとセガサターンから同時発売されます。デビューシングル2曲のミュージッククリップムービーや、ミニゲームを収録した思いっきり詩織ちゃんと遊べる内容のソフトです。これで詩織ちゃんはいつでもキミのそばに。さぁ、これで心置きなく、幼なじみで同級生の藤崎詩織ちゃんを、みんなでどんどん応援しよう。

プレイステーション・セガサターン用ソフト、平成9年3月同時発売予定。価格未定

"PlayStation"は株式会社ソニー・コンピュータエンタテインメントの商標です。SEGASATURNおよびは株式会社セガ・エンタープライゼスの商標です。SEGASATURN専用の周辺機器/ソフトウエアを表すものとしてその表示を承認したものです。

コナミ株式会社
本社/〒105 東京都港区虎ノ門4-3-1
東京支店/大阪支店/名古屋支店/札幌営業所/仙台営業所/金沢営業所/横浜営業所/神戸営業所/広島営業所
高松営業所/福岡営業所/新潟出張所/宇都宮出張所/長野出張所/千葉出張所/静岡出張所/京都出張所/宮崎出張所
●商品に関するお問い合わせ先●
お客様相談室 コナミホットライン 〒272 フリーダイヤル 0120-086-573
営業時間:月曜日~金曜日(祝日を除く)午前10:30~12:00・午後1:00~5:00
電話番号は、お間違えのないようにおかけください。

PlayStation

PC CD

CORE DESIGN INC.

Eidos Interactive, Core, Tomb Raider, Lara Croft and her likeness are trademarks of Eidos, Plc. ©1996 Eidos.

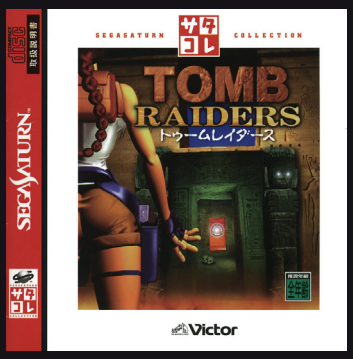
YOU KNOW HOW IT REALLY HURTS TO GET KICKED
RIGHT BETWEEN THE LEGS? WUSS.

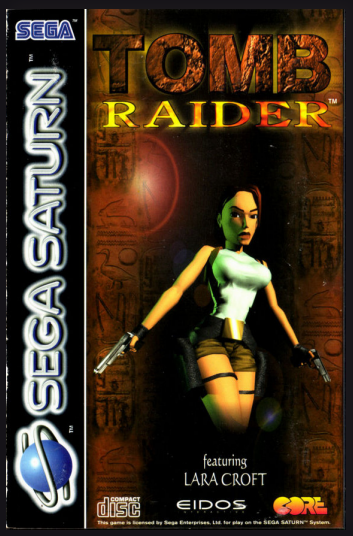
TOMB RAIDER

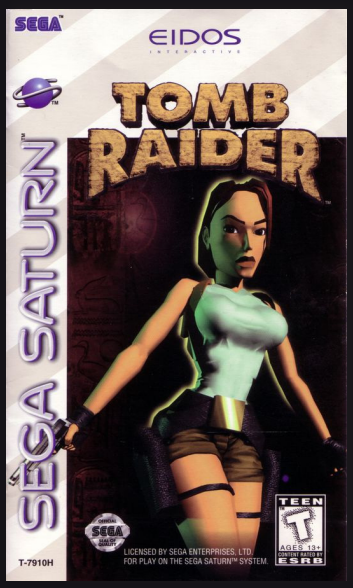
EIDOS
INTERACTIVE

COMING SOON

9.0

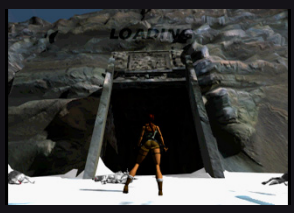






J N P

Tomb Raider



Developer	Core Design, (jp) Victor Soft
Publisher	Eidos, (jp) Victor Soft
Release date	(eu) October 24, 1996
Genre	Action-adventure
Mode	1 Player

Tomb Raider is an action-adventure developed by Core Design and originally released in 1996 for Sega Saturn, PlayStation and MS-DOS. Tomb Raider was also released into the mobile gaming market for N-Gage devices in 2003.

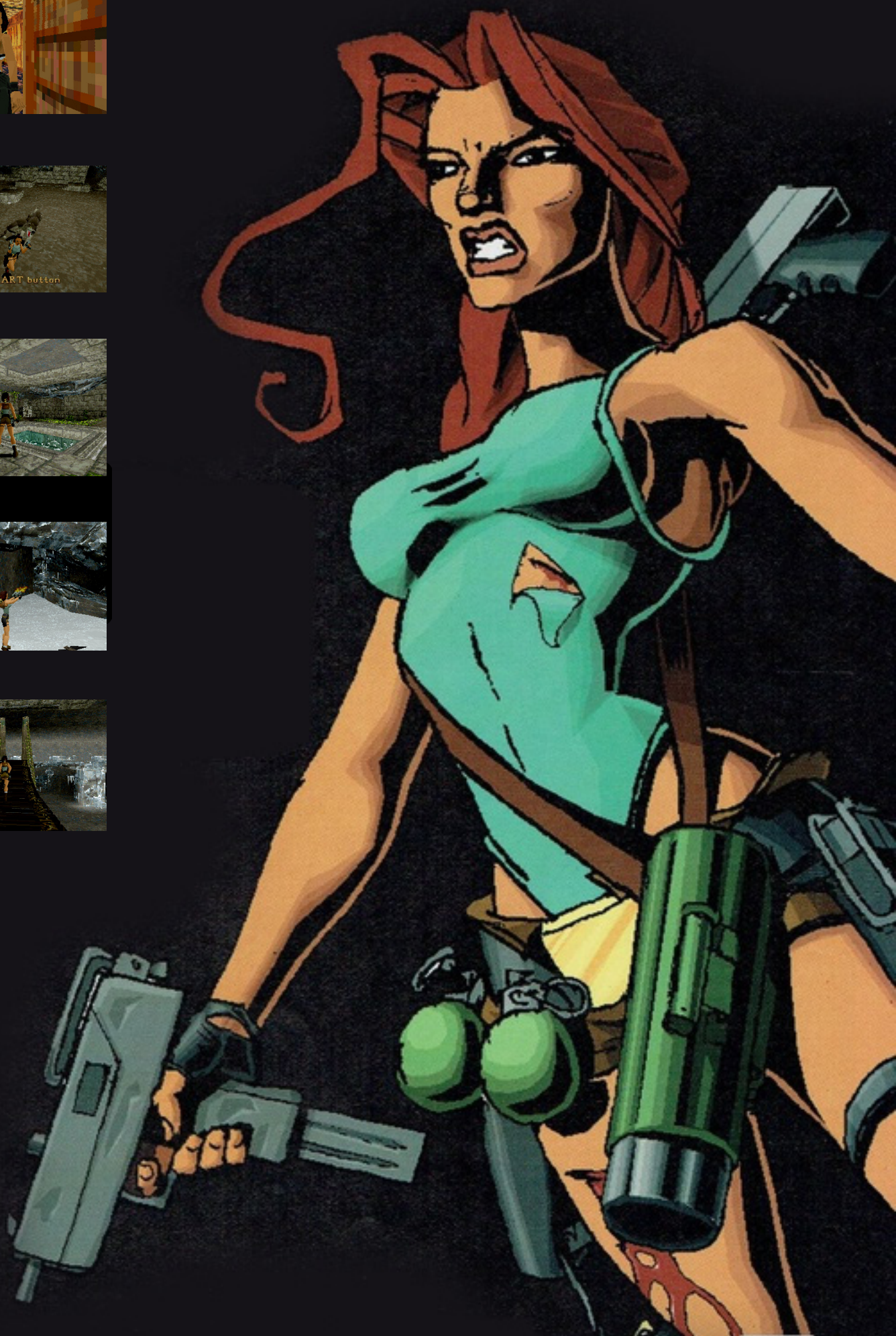
Lara Croft is a Tomb Raider, an archaeologist who explores ancient sites in search of valuable artifacts, who is hired to retrieve an artifact from a tomb in Peru, which turns out to be one of three parts of the Atlantean Scion. Soon betrayed by her employer, Lara Croft travels to Greece, Rome and Egypt to recover the other parts before this powerful device falls into the wrong hands.

The player controls the archaeologist Lara Croft in search of the three mysterious Scion artefacts across the world. The game is presented in third person perspective. Lara is always visible and the camera follows the action by peering over Lara's shoulders by default, but the player can also control the camera to get a better look at Lara's surroundings. The game also automatically switches to a different camera view at key points, either to give the player a wider look at a new area or to add a cinematic effect. The world she inhabits is fully drawn in three dimensions and characterised by its cubic nature. Ledges, walls and ceilings mostly sit at 90 degrees to each other, but sometimes feature sloping planes.

The object of Tomb Raider is to guide Lara through a series of tombs and other locations in search of treasures and artefacts. On the way, she must kill dangerous animals and other creatures, while collecting objects and solving puzzles. Gunplay is not restricted to the killing of various animals and occasional human opponents. However, the emphasis lies on exploring, solving puzzles, and navigating Lara's surroundings to complete each level. As such, Tomb Raider in essence harkens back to the classical form of platform style gameplay.

Movement in the game is varied and allows for complex interactions with the environment. Besides walking, running, and jumping, Lara can perform side-steps, hang on ledges, roll over, dive, and swim through water. In a free environment, Lara has two basic stances: one with weapons drawn and one with her hands free. When her weapons are drawn she automatically locks on to any nearby targets, but cannot perform other actions which require her hands, such as grabbing onto ledges to prevent falling. By default she carries two pistols with infinite ammo. Additional weapons include the shotgun, dual magnums and dual Uzis. If Lara is confronted with more than one enemy when she has one of the dual weapons equipped, she aims at two targets simultaneously, one with each gun. At a certain point in the story, Lara will be stripped of all her weapons, leaving the player defenceless and forced to recover her pistols. Numerous enemies as well as a variety of lethal traps can bring about Lara's death, including falling, burning, drowning, electrocution, impaled on spikes, killed by human enemies, or creatures.

DEMO PLAY
Press START button



A general action button is used to perform a wide range of movements in Tomb Raider, such as picking up items, pulling switches, firing guns, pushing or pulling blocks, and grabbing onto ledges. Items to pick up include ammo, small and large medi-packs, keys and artefacts required to complete a stage. Any item that is collected is held onto in Lara's inventory until it is used. Throughout each stage, one or more secrets may be located. Discovering these secrets is optional, and when the player has found one a tune plays. The locations of these secrets vary in difficulty to reach. The player is usually rewarded with extra items.

In the Sega Saturn and PlayStation versions of Tomb Raider, saving the game is restricted to fixed save points within each level, marked by a floating blue crystal or by completing the level. When Lara touches one of these the option to save is made available. The DOS version of the game allows the player to save at any time. A stage is finished when a certain doorway is reached, an artefact is recovered, or a boss is destroyed.

Preliminary work on Tomb Raider commenced in 1993. The title was crafted by Core Design of Derby, England, who took 18 months to develop it. The team consisted of six people, among them Toby Gard, who is credited with the creation of Lara Croft. The character went through several changes before Core settled on the version she became famous for. Initially Gard designed a male character to be the star of Tomb Raider. As he began working on the design document, Core were planning on giving players a choice of player characters, so he designed an early form of Lara to be the female alternative. Later realizing that having two player characters would double the amount of work required for the cutscenes, Gard cut the player characters back down by eliminating the male character, since he liked Lara better. Gard also cited Virtua Fighter as an influence on this decision: *"It became clear to me watching people play Virtua Fighter, which was kind of the first big 3D-character console game, that even though there were only two female characters in the lineup, in almost every game I saw being played, someone was picking one of the two females."*

Lara Croft was originally named "Laura Cruz". As her backstory began to take shape and it was decided that she would become more English and that it would be a major part of who the character was, her name was changed to reflect this. According to Toby Gard, the idea to make her more akin to a female Indiana Jones was not present from the beginning. In fact, in early concepts, Lara originally had a cold-blooded militaristic-type personality, but Gard and the team decided to create and play up the "proper English lady" aspect of her character to establish that there was more to Lara's personality and life than just her immediate actions during Tomb Raider's gameplay.

A three-dimensional action-adventure like Tomb Raider was unprecedented at the time, and the development team struggled to find a way to make Toby Gard's vision for the game work on contemporary hardware, in particular getting the player character to interact with freeform environments. According to programmer Gavin Rummery, the decision to build the entire game world on a grid was the key breakthrough to making the game possible. Though the 3D platforming gameplay, player character abilities, and focus on exploration have been likened to Super Mario 64, the developers have denied it was an influence on Tomb Raider, and indeed development on Tomb Raider started well before Super Mario 64 had been shown to the public.

The front of the Derby Studios building where Core Design worked on the game was later used as the front of Croft Manor. It is Core's contention that the company was struggling somewhat with 32-bit development at that time. The first glints of the game were seen on Sega Saturn development kits. However, Gard stated that though Core and Sega had a deal for Tomb Raider to be a timed exclusive for the Saturn, the game was developed simultaneously for the Sega Saturn and the Sony PlayStation. Following the release of the Saturn version, a number of bugs were discovered that affected both versions of the game; because of the timed exclusivity, the development team fixed these bugs for the PlayStation version. While the series would see four more instalments on the original PlayStation, no additional Tomb Raider games were released for the Saturn. Additional Sega ports were released on the Dreamcast.

Shelley Blond provided the voice of Lara Croft for the game. She recalled, *"I was asked to perform her voice in a very plain non-emotive manner and in a 'female Bond' type of way. I would have added more inflection, tone and emotion to my voice but they wanted to keep it how they felt it should sound, which was quite right. My job was to bring their character to life."*

Despite being the target platform for the game, the Western Saturn version of Tomb Raider is considered to be the weakest version, primarily due to not being optimized for the way the Saturn hard-

ware handles 3D graphics. On a technical level, the VDP2 is rarely used in the game, with the vast majority of work being handled by the VDP1, thereby using only a fraction of the Saturn's power. There are also minor differences to level layouts (specifically some secret areas) because the Saturn version was rushed to launch three months before the PlayStation version.

The Saturn Tomb Raider runs faster than its PlayStation counterpart in some situations, but while the PlayStation targets and largely maintains a 30 FPS refresh rate, the Saturn struggles to maintain 20 FPS. The Saturn version also lacks reflections on the save crystals as well as alpha transparency.

On the other hand, the PlayStation version lacks perspective correction and has issues with texture warping and polygon seams, whereas the Saturn's forward texture mapping provides some perspective correction, its bilinear approximation reduces texture warping, and higher polygon accuracy results in almost seamless polygons. The Saturn version also has refractive water surfaces, which both the PlayStation and PC versions lack.

The Saturn version had smoother Gouraud shading, whereas the PlayStation version had color banding, when running on the original PlayStation hardware released from 1994 to 1995. The color banding was eventually eliminated on the new PlayStation hardware, which improved the system's transparency and shading capabilities. The PlayStation version is thus able to have smooth shading when running on newer PlayStation models, despite the PlayStation version originally not having smooth shading upon the game's release in 1996.

The Saturn version is also dark in comparison, due to the way Gouraud shading works on the Saturn hardware. The Saturn's VDP1 uses additive shading, which often results in darker shadows, whereas the PlayStation's GPU uses multiplicative shading, which often results in brighter lights.

Pre-rendered videos are slightly smaller in terms of resolution, although the Saturn's D-Pad is regarded as being more suitable to this game than the PlayStation's. Sound effects are sampled at a lower bit-rate than on the PlayStation too.

Against the PC DOS version, the Saturn (and PlayStation) versions of the game offer more varied music (the PC opting merely for ambiance due to disc space restrictions) and higher colour colour depths (the PC restricted to 8-bit colour (i.e. a palette of 256 colours) due to the use of a software renderer). The PC version does, however, have the option to run in a 640x480 mode (and a lower 320x200 mode), though in 1996 this was only achievable with high-end hardware. By 1998, PC versions of Tomb Raider had been adapted to multiple 3D graphics cards to address some of these graphical concerns, and fan-made mods allow the game to benefit from modern systems.

The Japanese Saturn version, released in 1997, was enhanced by Victor Soft, with more detailed environments, higher texture quality, longer draw distance, improved water effects, higher resolution, and higher frame rate.

Tomb Raider remains the most critically acclaimed game in the long-running franchise, and has sold over 7 million copies worldwide becoming a best-seller. Upon its release in 1996, the game was widely praised by gaming magazines for its variety and depth of control, revolutionary graphics, intriguing environments, and use of occasional combat to maintain an atmosphere of tension. Ryan MacDonaold of GameSpot summarized, *"Take the puzzle solving of Resident Evil, the gory action of Loaded, and the 360-degree freedom most gamers only dream of, and you have Tomb Raider, the closest thing to a 'Mario 64 killer' to date."*

Most critics rated the PlayStation version as better than the Saturn version. MacDonald said that its graphics were sharper, and Bro' Buzz of GamePro scored it a half point higher than the Saturn version in every category (control, sound, graphics, and FunFactor), remarking, *"After a solid showing for the Saturn, Tomb Raider scores even higher."* However, Next Generation stated that they would not bother to review the PlayStation version because the differences between it and the Saturn version *"are negligible."*

The game's use of a hard-edged, female heroine has been both hailed as revolutionary (breaking away from the male perspective of game playing) and undergone multi-factorial, critiques that either consider Lara's portrayal to be a positive, visual metaphor of sexual empowerment, or objectifying and sexist.

An infamous footnote in Lara's history is the so-called Nude Raider patch. This patch was created externally and was never housed on the Eidos or Core websites. The patch, when added to an existing Tomb Raider game (PC-based versions only), caused Lara to appear naked. Contrary to rumour, there is no nude code in any console version of the game. In 1999, Core Design considered taking legal action against websites, which hosted nude pictures of Lara Croft, stating that *"we have a large number of young fans and we don't want them stumbling across the pictures when they do a general search for Tomb Raider"*.

Tokusou Kidoutai J SWAT

5.5

Developer	Japan Media Programming
Publisher	Banpresto
Release date	(jp) August 23, 1996
Genre	First-person shooter
Mode	1 Player

Tokusou Kidoutai J SWAT is a first person shooter for the Sega Saturn. It is one of the earliest Japanese attempts at the genre.

The game uses stage specific tasks such as defeat all enemies or defeat the boss rather than the typical “find the exit” gameplay as seen in e.g. Doom. The game makes heavy use of digitized graphics, a technique also seen in e.g. Mortal Kombat.

“segaretro.org”

J

Tokyo Shadow

6.6

J

Developer	Taito
Publisher	Taito
Release date	(jp) April 25, 1997
Genre	Adventure
Mode	1 Player

Tokyo Shadow takes place on the city of Shibuya, Tokyo. The player assumes the role of an occult-obsessed detective who’s currently investigating a series of disappearances believed to be linked to a mysterious new cult in town.

The game come in 3 CDs with two CDs containing the game and the third one being a bonus disc featuring interviews with the cast and production notes.

“HERZOG@retrogamedaisuki.blog.fc2.com”

Top Anglers: Super Fishing Big Fight 2

6.1

Developer	Geo Factory
Publisher	Naxat Soft
Release date	(jp) June 27, 1997
Genre	Sports
Mode	1 Player

Top Anglers: Super Fishing Big Fight 2 is a fishing game for the Sega Saturn. Players can walk to different spots to fish or get their boat and head off in to the middle of the lake.

J

Touge King the Spirits 2

6.5

Developer	Cave, Atlus
Publisher	Atlus
Release date	(jp) April 18, 1997
Genre	Racing
Mode	1-2 Players

As a sequel to High Velocity: Mountain Racing Challenge, this game continues in the same vein of fast racing over the dangerous ridges and mountain tops. The game expands on the first one adding more details and additional content. Game contains only three courses consisting of curved and challenging Japanese mountain roads, plus they can be played in various seasons which requires a whole new driving tactic. Main racing modes include King Battle, Free Battle , VS Battle, and Training.

Tour Party: Sotsugyou Ryokou ni Ikou

6.7

Developer	Japan Media Programming
Publisher	Takara
Release date	(jp) April 23, 1998
Genre	Table
Mode	1-4 Players

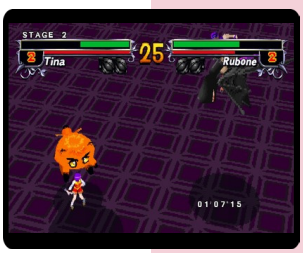
The gameplay is similar to Takara's the Game of life but in Tour Party, during the journey the players will meet different people and they can become friends with them, and different events that will make the trip more interesting.

The game features 8 different characters to choose from. It also include, character profiles, musics, and other unlockables modes.

"psxdatacenter.com"

Touryuu Densetsu Elan Doree

6.5



Developer	Sai-Mate
Publisher	Kamata and Partners
Release date	(jp) January 14, 1999
Genre	Fighting
Mode	1-2 Players

Elan Doreé is originally a ST-V arcade from the unknown developer Sai-Mate. This game adds a lot of new aspects to traditional fighting games, just like the battles with flying dragons and the magic attacks. Each character rides a dragon which means that players supposed to be flying at all times. Most of the fighting takes place on a 2D plane, but they have complete freedom of 3D movement.

Battle Arena Toshinden Remix

7.3

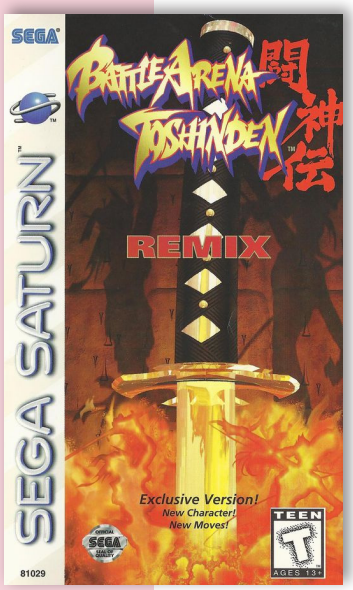
J N P

Developer	Nextech, Takara
Publisher	Sega
Release date	(jp) November 24, 1995
Genre	Fighting
Mode	1-2 Players

Toshinden Remix or Toshinden S as it was called in Japan is a port of Takara's Playstation fighting game Battle Arena Toshinden to the Sega Saturn by Sega.

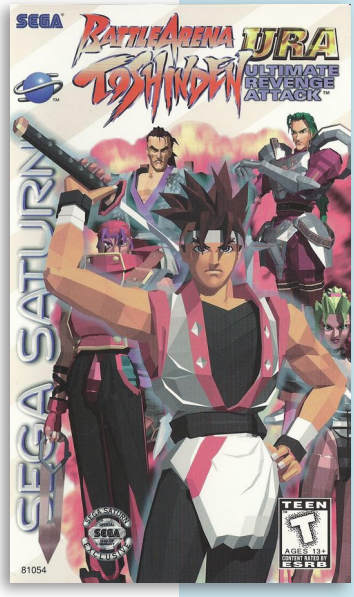
It adds an additional secret character as well as a story mode for each character. These additions also hint at some of the plot twists in the game's sequel Battle Arena Toshinden 2.

"mobygames.com"



Battle Arena Toshinden URA

6.2



J N P

Developer	Nextech
Publisher	Sega, (jp) Takara
Release date	(jp) September 27, 1996
Genre	Fighting
Mode	1-2 Players

Battle Arena Toshinden URA is a somewhat enhanced port of Battle Arena Toshinden 2 and serves as a sequel to Battle Arena Toshinden Remix.

Four characters were removed from the PlayStation game; Gaia, Chaos, Uranus, and Master. Four exclusive characters are added in their place; Ripper, Ronron, Replicant, and Wolf. Gameplay was altered, making the game feel somewhat different. There are also new arenas, a new story, and a different CG intro.

Tryrush Deppy

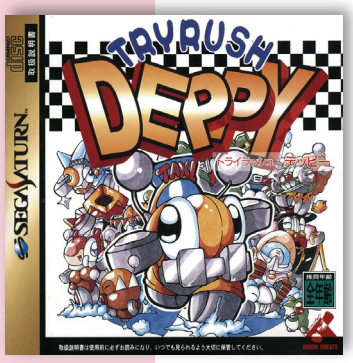
5.4

J

Developer	System Supply N-Tech
Publisher	Nihon Create
Release date	(jp) November 22, 1996
Genre	Platformer
Mode	1 Player

Tryrush Deppy is a 2D platformer. The player controls a cartoony-looking taxi cab and has to get past various levels mostly set in urban environments. Some enemies can be defeated by simply jumping on them, but others have spikes and fire on their body, so in order to defeat them the player must use the Super Dash move, which grants an increased speed for a short amount of time.

"mobygames.com"



Transport Tycoon

Developer	MicroProse
Publisher	Imagineer
Release date	(jp) November 20, 1997
Genre	Strategy. Simulation
Mode	1 Player

5.1

Transport Tycoon was designed and programmed by Chris Sawyer, and first released in 1994. Transport Tycoon Deluxe, which the Saturn version is based off, is the expanded and improved version of the original game. It is a business simulation game, presented in an isometric view in 2D with graphics by Simon Foster, in which the player acts as an entrepreneur in control of a transport company, and can compete against rival companies to make as much profit as possible by transporting passengers and various goods by road, rail, sea and air.

To start building a transport empire, the player must construct transport routes, consisting of stations near industries or towns, and in the case of trains or road vehicles, near physical routes. One transport route can utilize several different forms of transport, e.g. truck→ship→train. The player's company and the individual stations each have ratings that depend largely on their efficiency at moving goods from one stations to the other. A station with high ratings may attract more goods.

The game begins in 1930, and ends in 2030. As the user plays the game and earns revenues, they have the choice of expanding service along existing routes, or expanding their transportation network. The game features a progression of technology: in any particular year of the game generally only contemporary types of technology are available.

Transport Tycoon has notoriously bad AI which is incapable of constructing well thought-out routes and can occasionally get itself stuck. This was partly fixed in the release of Transport Tycoon Deluxe but took until recent years with the open source Open TTD to make it less erratic.

J

Tsuukai!! Slot Shooting

4.2

Developer	Shoeisha
Publisher	Shoeisha, BMG Victor
Release date	(jp) June 14, 1996
Genre	Puzzle
Mode	1-2 Players

Tsuukai!! Slot Shooting is a 1996 puzzle game by Shoeisha. In the game, blocks fall from above and players have to go around shooting the ones they don't want to fall onto the already prepared board.

The game features 4 different layers, but only one is playable at the beginning of the game. It also feature a 2 players cooperative mode.

J

True Pinball © Ocean Software Limited. Sega and Satrun are trademarks of Sega Enterprises LTD. All rights reserved. PlayStation, marque déposée, est la propriété de Sony.

TRUE PINBALL

sur PlayStation et Saturn

LES FLIPPÉS DU FLIPPER VONT TOUS TILTER !!!

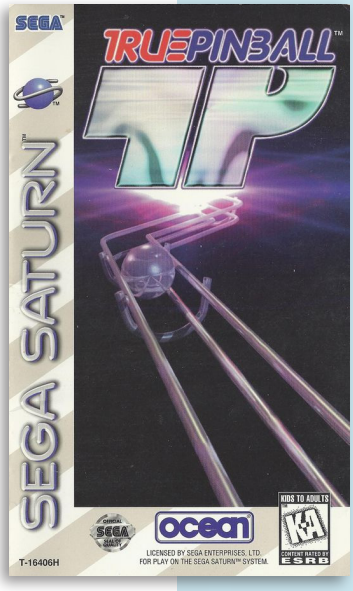
1 000 FOIS PLUS ÉVOLUÉ QU'UN FLIPPER.

4 flippers en un, 15 tableaux différents, jusqu'à 10 boules en action au même moment... Choix de l'angle de vue, reproduction hyper-réaliste de la balle et des mouvements. Possibilité de jouer jusqu'à 8 simultanément : même les pros du flipper vont définitivement perdre la boule !

ocean

True Pinball

7.2



Developer	Digital Illusions
Publisher	Ocean Software, (jp) Gaga Communications
Release date	(jp) April 5, 1996
Genre	Pinball
Mode	1-8 players (alternating)

J N P

True Pinball is an enhanced remake of the Digital Illusions’ 1995 Amiga/DOS game Pinball Illusions, featuring the same four tables (Law ‘n Justice, Babewatch, Extreme Sports and The Vikings, the latter originally added as a DOS exclusive) with graphical and audial upgrades to suit more advanced hardware. The major difference between True Pinball and Pinball Illusions is the addition of pre-rendered 3D modes - whereas Pinball Illusions only allows players to play the tables from a top-down perspective, True Pinball renders them at an angle, simulating depth (and a more realistic perspective for the user) and reducing the amount of scrolling needed to see the entire table.

The game can be played either in a low resolution 3D mode, a high resolution 3D mode (which, due to interlacing tricks, will not function properly with component video or with most emulators) or in a similar 2D mode found in the original game. Other tweaks include altered music, more speech and altered menus.

Though the tables are more detailed in the Saturn version, it is still considered to be out-classed by the DOS version of Pinball Illusions, primarily due to the fact the maximum screen resolution there is 800x600, resulting in sharper graphics. Also, as the tables were not originally designed for 3D, many elements, particularly towards the top of the screen, are obscured by scenery.

“segaretro.org”

TurfWind ‘96: Take Yutaka Kyousouba Ikusei Game

5.5

J

Developer	Jaleco
Publisher	Jaleco
Release date	(jp) October 4, 1996
Genre	Simulation
Mode	1 Player

Turf Wind ‘96 - Take Yutaka Kyousouba Ikusei Game is a breeding horse racing simulation game that was released in 1996 for both Playstation and Sega Saturn.

In the game, players can buy horses and breed them to give birth a horse champion. They can also choose which of the horses will be trained and compete in different horse races that around Japan.

“psxdatacenter.com”

Tunnel B1

7.1

Developer	NEON Software, Microcabin
Publisher	Acclaim, (eu) Ocean, (jp) Gaga Communications
Release date	(eu) October 16, 1996
Genre	First-person shooter
Mode	1 Player

Tunnel B1, released in Japan as 3D Mission Shooting: Finalist, is a sci-fi first person shooter.

The player character travels through a set of precarious tunnels in a high-tech hovercraft. The tunnels are filled with enemy vehicles, choppers and sentry guns which the player has to take out or avoid. Many sections require the player to clear them in a given time limit. The player can upgrade their weaponry.

A complete map of each level can be accessed at any time.

NEON Software began by working on a game which alternated between segments in a hovercraft and segments in a helicopter, both running on the same game engine. Publisher Ocean Software felt the two play styles did not work well together and suggested that they split them into two separate games. The helicopter segments became Viper, while the hovercraft segments became Tunnel B1.

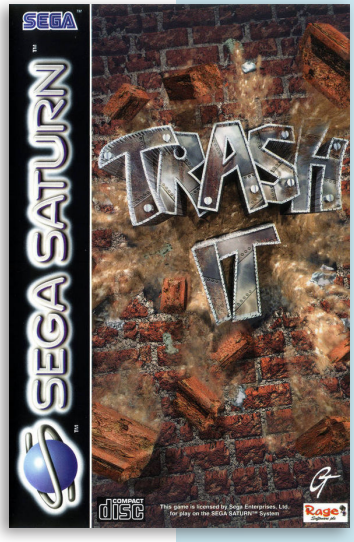
The soundtrack was made by Chris Hülsbeck of Turrican fame.

Most reviews for Tunnel B1 highly praised the game's visuals, especially the lighting effects. However, most also remarked that the gameplay, while fast-paced and competently designed, is too simplistic and lacking in variety to maintain the player's interest.

J N P

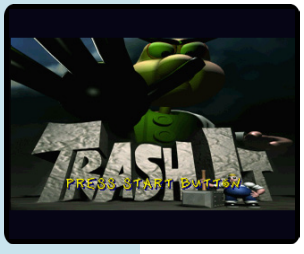
Trash It

4.5



Developer	Rage Software
Publisher	GT Interactive
Release date	(eu) 1997
Genre	Action
Mode	1 Player

Trash It is an action game where players have to destroy buildings with a gigantic hammers. Players take a role of construction worker who has only one mission: To smash everything to bits. Pieces are flying and houses falling as players hack their way through levels and earning points as they go.



P

5.4

Tutankhamen no Nazo: Ankh

Developer	Ray Corporation
Publisher	Ray Corporation
Release date	(jp) November 20, 1997
Genre	Adventure
Mode	1 Player

Ankh Tutankhamen no Nazo is a first person FMV adventure game. The game start with the player being invited to Egypt by professor Yoshimura Sakuzi. When he arrives, a fortune teller tells him that Egypt had been waiting for him 300 years. He decides to find the legendary valley with the help of the professor to discover the mystery of Tutankhamen.

"psxdatacenter.com"

6.3

Twinkle Star Sprites

Developer	ADK
Publisher	ADK
Release date	(jp) December 18, 1997
Genre	Shooter
Mode	1-2 Players

Twinkle Star Sprites is a 1996 shoot-'em-up by ADK for Neo Geo arcade hardware ported to the Sega Saturn in 1997 and to the Sega Dreamcast in 2000. The ports is an updated version of the arcade version, featuring an anime-style intro, tweaked gameplay, a new character and a bonus 'Fan Disc' full of extra materials.

The gameplay, which can be characterized as a combination of a fixed shooter and a versus puzzle game, uses combinations of shots, as well as timed power-ups to attempt to damage the opponent. These attacks also serve as counters to the opponent's attack.

There are two types of standard attacks: a normal shot and a charge-up shot. Each character starts with two bombs which enables them in the event of desperate plight, to clean with the screen while briefly acquiring a state of invincibility. The two players' playfields are separated by a vertical bar, each one having its own independent of the other. Series of enemies arrive from the top of the screen. The player is to successfully destroy them in chains (combos), which will send one or more fireball projectiles to the screen of his adversary (Normal Attack). Shooting at Normal Attacks several times reflects them back as glowing Reverse Attacks. If Reverse Attacks are reflected again, a number of powerful counterattacks in the shape of one or more indestructible enemies appear (Extra Attack). Reflecting many Reverse Attacks at once can instead summon a boss (Boss Attack).

A sequel, Twinkle Star Sprites - La Petite Princesse, was later released in 2005 for the Playstation 2.

夢の対戦シューティング12月18日発進!!

新感覚！対戦シューティング!!　ボスを送ってやっつけろ！　デモはぜんぶしゃべるぞ!!　充実のおまけディスク付属!!

ティンクルスター

スプライツ™

TWINKLE STAR SPRITES

12/18 ON SALE
5800円
(2枚組/税別)

ADK

埼玉県上尾市愛宕1-16-8　レーベンビル4F　ホームページ: http://www.bekkoame.or.jp/~adk

© SNK/ADK 1996,1997

このマークが表示されたソフトウエア、ハードウエアおよび周辺機器は、セガサターンと互換性があります。

SEGASATURNおよびは株式会社セガ・エンタープライゼスの登録であり
SEGASATURN専用の周辺機器、ソフトウエアを表すものとしてその表示を承認したものです。

UEFA Euro 96 England

8.6

Developer Gremlin Interactive
Publisher Sega
Release date (eu) May 30, 1996
Genre Sports
Mode 1-2 Players

UEFA Euro 96 England is a soccer game released exclusively in Europe for the Sega Saturn.

The game is derived from Gremlin Interactive's 1995 PlayStation and PC football game Actua Soccer, with various improvements and Euro 96 content. This was the first time the engine was seen on the Sega Saturn, and while a PC version exists, no PlayStation port was released. The following year, the original Actua Soccer would receive an upgrade exclusively for the Saturn.

It has an official Euro 1996 licence and was released in conjunction with the event. All 16 teams are available to choose from and the following Game Types: European Championship, Friendly Game, Practice Penalties and Practice Match (only the opposition's goalkeeper is on the pitch).

A couple of options of note are variable/adjustable wind and a choice of referees each with two difficulty levels of 'vision' and 'discipline' (the latter is available for friendly games only). Long time BBC sport commentator Barry Davies provides the commentary.

P

Ultraman: Hikari no Kyojin Densetsu

6.2

J

Developer SIMS
Publisher Bandai
Release date (jp) December 20, 1996
Genre Fighting
Mode 1-2 Players

Ultraman: Hikari no Kyojin Densetsu is a 2D fighting game for the Sega Saturn based on the Ultraman franchise. It is one of two games to require a ROM cartridge in order to function (the other being The King of Fighters '95.

In the game, players can smash building around them in an 3D environment with zoom in/out function when fighters are close up. There are 5 ultraman variants with slightly different power sets.

Completing the game with each Ultraman unlocks a Play Movies option which allows players to play back short FMV clips of Ultraman launching.

"MadMatty"

7.2

Ultraman Zukan

J

Developer	Tsuburaya Production, Kodansha
Publisher	Kodansha
Release date	(jp) September 13, 1996
Genre	Miscellaneous
Mode	1 Player

Ultraman Zukan is fan disc featuring video clips, Pictures and databases on different characters and monsters from the TV show Ultraman and Ultra Seven.

Ultraman Zukan 2

Developer	Tsuburaya Production, Kodansha
Publisher	Kodansha
Release date	(jp) December 18, 1997
Genre	Miscellaneous
Mode	1 Player

Ultraman Zukan 2 is another Sega Saturn database fan disc. The game cover the TV shows Ultraman Jack, Ultraman Ace and Ultraman Taro.

J

Ultraman Zukan 3

J

Developer	Tsuburaya Production, Kodansha
Publisher	Kodansha
Release date	(jp) June 18, 1998
Genre	Miscellaneous
Mode	1 Player

The third fan disc cover the TV shows Ultraman Leo, Ultraman 80 and other Ultra Series.

真相は、闇から迫る。
PlayStation
SEGASATURN
"PlayStation" は株式会社ソニー・コンピュータエンタテインメントの商標です。
SEGASATURNおよび は株式会社セガ・エンタープライゼスの商標であり、
SEGASATURN専用の周辺機器ソフトウエアを表すものとしてその表示を承認したものです。
©1997 Virgin Interactive Entertainment (Japan), Inc. ©1997JAMP
Virgin is a registered trademark of Virgin Enterprises, Ltd.

1947年、米国ニューメキシコ州で墜落したUFOから宇宙人を回収したというロズウェル事件。
1970年中頃、全米で頻発した牛の死骸から血液が抜き取られ一部が切り取ったように
なくなっていたというキャトル・ミューティレイション。
現代の科学では説明できないような超常現象は、現実にいくつも発生している。
ジ アンソルブドは、実際に起きた不思議な事件をもとにつくられているセミドキュメント。
発端はロスで起きた若い女性の殺人事件から始まった。その女性の死体には、一滴の血液もなく体の一部が切り取られていた。
それは異星人のしわざなのか、異常心理犯罪なのか…。
プレイヤーはこの事件を独自に取材し、謎を解明しなければならない。

飛鳥昭雄 原作

THE UNSOLVED™

HYPER SCIENCE ADVENTURE

ジ アンソルブド

入手した情報を検索・検討し、
報告書を作成。進むべき方向が
決まったら、さらに取材を続けていく。

トム・ホプキンスとパトリシア・ストーン。この
二人の相棒とともに、事件の真相を明かす。

取材先での証言や仲間のコメントに対し、
肯定・否定を4段階のニュアンスで選択。
プレイヤーの微妙なかけひきで、
重要な情報を得ることができる。

それは死のプロジェクトか。

それは未知の虐殺か。

プレイヤーの判断でエンディングが変わるマルチエンディングストーリー。
エンディングには、飛鳥昭雄氏のデータにもとづく驚愕の最新超常現象情報満載。

**あなたはどこまで
事件の真相に迫れるか?!**

それは美しい生贄か。

5月2日 プレイステーション版 セガサターン版 同時発売予定

PlayStation版●1プレイヤー/CD-ROM3枚組/標準価格7,800円(税別)
SEGASATURN版●1プレイヤー/CD-ROM3枚組/標準価格7,800円(税別)

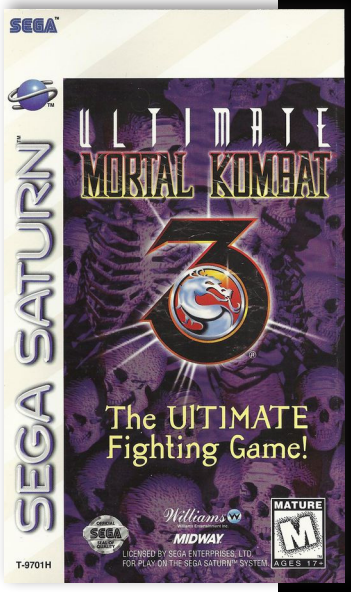
●週刊ヤングサンデー(小学館)にてコミックバージョン「THE UNSOLVED」好評連載中
・テーマ曲:「蝶」清水あゆみ/東芝EMIより好評発売中
・出　版:「ジ アンソルブド」飛鳥昭雄著/角川ホラー文庫より好評発売中
「超常現象捜査ファイル　THE UNSOLVED」飛鳥昭雄著/KKベストセラーズより好評発売中

THE UNSOLVED | http://www.jamp-net.co.jp/unsolved/unsolved.html

PROJECT THE UNSOLVED
Virgin Interactive Entertainment
JAPAN MEDIA PROGRAMMING

Ultimate Mortal Kombat 3

8.6



Developer	Eurocom Entertainment Software
Publisher	Williams Entertainment, (eu) GT Interactive
Release date	(us) June 27, 1996
Genre	Fighting
Mode	1-2 Players

Ultimate Mortal Kombat 3 (UMK3) is a fighting game in the Mortal Kombat series, developed and released by Midway to arcades in 1995. It is an update of 1995's earlier Mortal Kombat 3 with an altered gameplay system, additional characters, and some new features.

Several ninja characters absent from Mortal Kombat 3 return in Ultimate Mortal Kombat 3, including Kitana, Jade, Reptile and Scorpion on the prototype version; a new Ultimate Kombat Code was added in revision 1.0 to enable Mileena, Ermac, and Classic Sub-Zero as secret characters. Two new gameplay modes were introduced: the 2-on-2 mode which was similar to an Endurance match but with human players on both sides, and a new eight-player Tournament mode.

Several miscellaneous features were added to and changed in UMK3:

- The original red portal background used for the "Choose Your Destiny" screen is now blue.
- An extra Master difficulty is present.
- Endurance Matches return, in which the player can face as many as three opponents in a given round; these had not been seen in the series since the first Mortal Kombat.
- Shao Kahn's Lost Treasures – selectable prizes, of which some are extra fights and others lead to various cutscenes or other things – are introduced after either the main game or the eight-player tournament are completed.
- Shang Tsung's transformations are accompanied by announcements of the name of the character he is changing into.

To balance the gameplay, some characters were given new moves and some existing moves were altered. Some characters were given extra combos and some combos were made to cause less damage. Chain combos could be started by using a jump punch (vertical or angled) or a vertical jump kick, which creates more opportunities to use combos. Combos that knock opponents in the air no longer send one's opponent to the level above in multi layered levels; only regular uppercuts do this.

The arcade version features all playable characters from Mortal Kombat 3: Cyrax, Liu Kang, Kabal, Kano, Kung Lao, Stryker, Jax Briggs, Nightwolf, Sektor, Shang Tsung, Sheeva, Sindel, Smoke, Sonya Blade and Sub-Zero. The boss and sub-boss from MK3, Motaro and Shao Kahn, also return.
There are four additional characters that are playable from the start:

- Jade – After the renegade Princess Kitana killed her evil twin Mileena and escaped from Outworld to Earth, her close friend Jade was appointed by the Emperor Shao Kahn to find and bring her back alive.
- Kitana – She is accused of treason after killing Mileena; she now attempts to

reach Queen Sindel to warn her of their true past.

• Reptile – As one of Shao Kahn's most trusted servants, Reptile assists Jade in the hunt for Kitana, but with secret orders enabling him to kill her if necessary.

• Scorpion – Scorpion escapes from Earth's hell when Shao Kahn makes a failed attempt at stealing the souls and eventually joins the struggle against the Outworld.

More are unlockable via the Ultimate Kombat Kode:

• Classic Sub-Zero – Having been seemingly killed in the first game, Sub-Zero mysteriously returns to again attempt an assassination of Shang Tsung.

• Ermac – A mysterious warrior that exists as a life force of by the souls of dead Outworld warriors in Shao Kahn's possession.

• Mileena (Becky Gable) – After she was killed by Kitana, Mileena was brought back to life by Shao Kahn to help him to defeat Earth's warriors with her combat skills and a mind-reading connection to her sister.

Finally, Smoke's human form can be unlocked via a code entered right before a match.

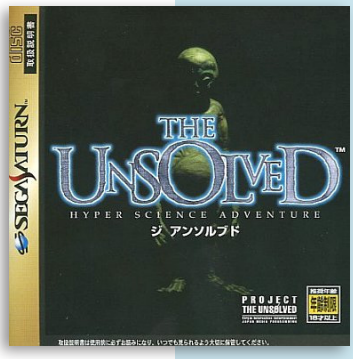
Returning characters were warmly welcomed by critics as an improvement the "lackluster roster" of MK3 with "the greatly missed" Kitana, Mileena, Reptile, and especially Scorpion.

The Sega Saturn version is based directly on the version of Mortal Kombat 3 that was released for the PlayStation and PC. It thus has the same graphical quality and menu system. Since the arcade intro sequence is missing, Rain does not appear in the game, yet the message Kombat Kode "Rain can be found in the Graveyard" is still displayed. It also contains several elements of MK3 that were removed for the arcade version of UMK3, such as "The Bank" level and Noob Saibot being a shadow Kano as in MK3 (not a black ninja as in the arcade version of UMK3). There are a few new Kombat Kodes, but several that were present in the arcade release do not work any longer. The secret characters can be unlocked via a secret options screen, eliminating the need to enter three separate Kombat Kodes to unlock them (this is much faster, especially since unlocked characters cannot be saved); the Kombat Kodes themselves were also shortened to have six slots instead of ten.

Critical reception of the game has varied depending on the version under review. The initial releases were generally well received by critics, especially the 32-bit Sega Saturn version. EGM named it their "Game of the Month", commenting that it is a "near-perfect" translation of the arcade version, with the only problem being the long loading times. VideoGames rated this port a review score of 8/10, calling it *"simply a great game"* and stating that *"if there was ever a definitive MK game, this is it."* In GamePro, Major Mike summarized that *"Saturn owners left out in the cold when MK 3 hit the PlayStation can now gloat: Ultimate has arrived, and it offers more fighters, moves, fatalities, and secrets than MK 3."*

The Unsolved

7.6



Developer	Japan Media Programming, Ozla Pictures
Publisher	Virgin Interactive Entertainment
Release date	(jp) May 2, 1997
Genre	Adventure
Mode	1 Player

The Unsolved is a cinematic text adventure in which players assume the role of a city detective who must solve the bizarre murders of women in the area that may be linked to the existence of intelligent alien life on Earth. The game used live English actors for the characters and still photos to visually tell the story. The story was written by Akio Aska while the movie parts were directed by Brian Yuzna.

SONNET

MISSING

火の点いた煙草、
飲みかけのスープ、
対戦途中のチェスボード。
不時着したフェリーの船内は
穏やかな空気に包まれていた。
…ただひとつ、
乗員乗客が一人もいないことを除けば。

宇宙にも、謎の海域があるという…

UNIVERSAL NUTS

ユニバーサルナッツ

ユニバーサルナッツ
アドベンチャーゲーム
'97秋発売予定
予価5,800円（税別）

© 1997 LAY-UP・内田 順久

ストーリー中の重要な用語を検索できる「ホルダーシステム」、ページを逆戻りできる「回想モード」など、新システムを盛り込んだスペースアドベンチャー！

出演／金月 真美・緑川 光・富沢 美智恵・久川 綾・銀河 万丈・中江 真司・大場 真人・塩沢 兼人・磯部 弘・他
キャラクターデザイン／内田 順久　シナリオ／写楽麿

SEGASATURN

このマークが表示されたソフトウエア、ハードウエアおよび周辺機器は、セガサターンと互換性があります。

会場：幕張メッセ
期日：9月6日（土）・7日（日）

SEGASATURNおよび は株式会社セガ・エンタープライゼスの商標であり、
SEGASATURN専用の周辺機器、ソフトウエアを表すものとしてその表示を承認したものです。

Wide Creative Network Lay-up

発売元：
株式会社レイ・アップ　マルチメディア事業部
東京都渋谷区渋谷1−5−7

−ユーザーサポート回線−
(03)−5467−5065
月〜金／10:00〜17:00
土日・祝祭日を除く。

ソネットの新作情報を満載！ インターネットホームページ http://www.sonnet.co.jp

Umanari 1 Furlong Gekijou

6.4

J

Developer	Micro Vision
Publisher	Micro Vision
Release date	(jp) December 4, 1997
Genre	Simulation
Mode	1 Player

Umanari 1 Furlong Gekijou is a horse Racing simulation game, similar to Winning Post, but more comedic and cartoonish.

Universal Nuts

6.3

Developer	Sonnet Computer Entertainment
Publisher	Lay-Up
Release date	(jp) December 18, 1997
Genre	Adventure
Mode	1 Player

Universal Nuts is a sci-fi visual novel featuring two protagonists, Yui and Ai, which get involved in an incident onboard a space station. As the story progresses, the mystery of events that have occurred start to unfold.

The game plays in a typical visual novel style by reading through on-screen text and dialogues to progress the story. The game features a fairly accessible control panel to non-Japanese speakers, but there is still some Japanese text in-game.

J

Uno DX

6.6

J

Developer	Media Quest
Publisher	Media Quest
Release date	(jp) January 29, 1998
Genre	Table
Mode	1-2 Players

Uno DX is a video game interpretation of the card game Uno. It was released for the Sega Saturn exclusively in Japan.

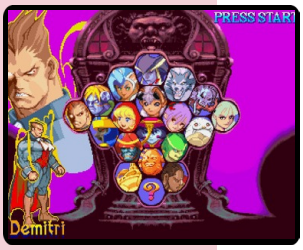
Players take a side or corner depending how many there are. Each one has their cards in front of them. The cards are displayed. The middle also has a discard pile and draw pile. The arrow in the middle shows the current order of play direction. The finger points at the active player's cards.

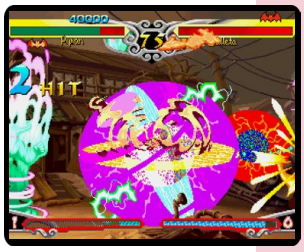
"gamesdb.launchbox-app.com"

Vampire Savior: The Lord of Vampire

9.0

J





Developer	Capcom
Publisher	Capcom
Release date	(jp) April 16, 1998
Genre	Fighting
Mode	1-2 Players

Vampire Savior: The Lord of Vampire, also known as Darkstalkers 3, is a versus fighting game by Capcom which was later brought to Japanese Sega Saturns. It is the sequel to Vampire Hunter, originally released in arcades in 1997.

In the game, Jedah, the "Lord of Vampire", has summoned all of the Night Warriors to his realm to be assimilated into his being.

The game retains the character roster of Darkstalkers: The Night Warriors, omitting Donovan, Huitzil and Pyron from the lineup. Taking their place were four new characters: Jedah, Lilith, Q-Bee and B. B. Hood. It also features a secret character/mode, Shadow, where the player assumes the identity of the defeated character for the next fight (e.g. if Morrigan is defeated, the next fight the player will play as Morrigan).

Vampire Savior eschews the traditional round-based system in favor of what is dubbed the "Damage Gauge System": battles take place during a single round, with each fighter having two life bars and corresponding life markers. When one fighter loses a life marker after the life bar is emptied, the fighters reset their positions as if starting a new round but in contrast to a traditional fighting game where the life bar resets after each round, the victorious fighter retains their remaining life bar. When the player is attacked, some of the health lost is displayed in white, which can be recovered if the player doesn't take damage. The game also introduces the "Dark Force System" which uses a bar of super meter to allow players to perform special abilities unique to each character for a limited period.

The Sega Saturn version was released in Japan only in 1998, which required Capcom's 4MB RAM cartridge. This version contains all 15 characters from the original Vampire Savior as well as the three Night Warriors characters who were left out of the original arcade release and brought back in Vampire Savior 2/Vampire Hunter 2. Thanks to the 4MB RAM cartridge, this version more faithfully reproduces the 2D-animation fluidity of the arcade than either of the earlier console releases. However, while Shadow is available in the Saturn version, Marionette is not.

The game was later included in a remastered form as part of the HD remix game Darkstalkers Resurrection for the PlayStation Network and Xbox Live Arcade. Unlike the previous release for this game on the PSN which used the PS1 version, the remastered edition is based off the original arcade release with added features like Online Multiplayer.

6.8

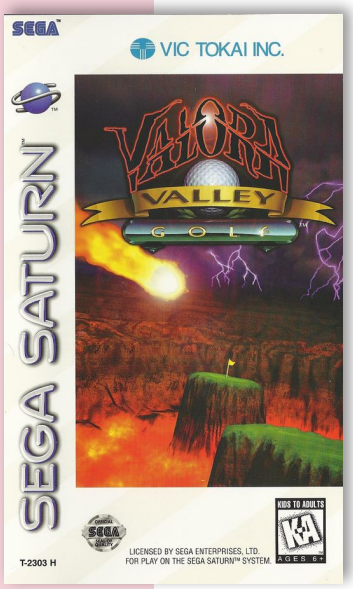
Valora Valley Golf

Developer T&E Soft
Publisher VIC Tokai
Release date (jp) December 15, 1995
Genre Sports
Mode 1-4 Players

Valora Valley Golf is an exaggerated approach to the world of golfing. While it does feature traditional golf course hazards like water hazards and bunkers, lava pits and greens on top of a mountain are also present.

The courses ranges from basic looking golf courses with long fairways where the player can drive the ball 450 yards in one shot and giant water hazards to ancient ruins and a course inside of a volcano.

"mobygames.com"



7.8

Vandal Hearts: Ushinawareta Kodai Bunmei

Developer Konami, KCE Nagoya
Publisher Konami
Release date (jp) November 27, 1997
Genre Tactical role-playing
Mode 1 Player

Vandal Hearts is a turn-based tactical role-playing video game developed by Konami Tokyo for the PlayStation and later ported to the Saturn. The PlayStation version was distributed in Japan, North America, and Europe. The Saturn version was never released outside Japan.

It was among one of the first games in its genre to be released to the western market, paving the the way for more popular titles such as Final Fantasy Tactics and the Ogre Battle series to reach foreign markets. The game follows Ash Lambert and his friends as they attempt to restore peace and prosperity to the Ishtarian Empire.

Battles are carried out on a series of grid maps, which include cells not accessible like water, trees and buildings. A character's movement allowance for a turn can be used all at once or split, between two or more movements. Turns are on a side-by-side basis; the player moves all of their characters before the AI is allowed to take its turn.

Most stages are completed by killing all the enemy characters. Other stages have different victory conditions, such as killing one particular enemy character, moving characters to a specific location on the map, or killing certain enemies while saving others. In every battle, the death of the party leader results in an immediate loss. Losing other characters in the party causes the loss of gold. The character is gone from the current stage and can return in the next stage. On stages that include rescuing other characters, the death of these characters also results in a loss.

A variety of characters join the battle party throughout the course of the game. Every character fits into one of seven character classes: Swordsman, Armor, Archer, Hawknight, Monk, Mage and Cleric.

Vatlva

6.9

Developer	Ancient
Publisher	JVC
Release date	(jp) December 6, 1996
Genre	Action
Mode	1-6 Players

Vatlva was only released in Japan, but most of the menus are in english. In the game, six players in vehicles move around on a 2D plane trying to kill each other. Players have a wide arsenal of weapons. The soundtrack is by Yuzo Koshiro, known as the “king of FM synthesis chiptune music”.

J

Virtua Photo Studio: Cameraman Simulation

6.5

J

Developer	High-Tech Lab, Transpegasus, Right Brain
Publisher	Acclaim
Release date	(jp) March 29, 1996
Genre	Simulation
Mode	1 Player

Virtua Photo Studio: Cameraman Simulation consists of live-action footage of topless models, which the player must “photograph”, as well as some text adventure elements.

The game is basically a load of FMV that players click the camera shutter to. They’re meant to take the best photographs with the limited number of shots available.

Virtuacall S

7.0

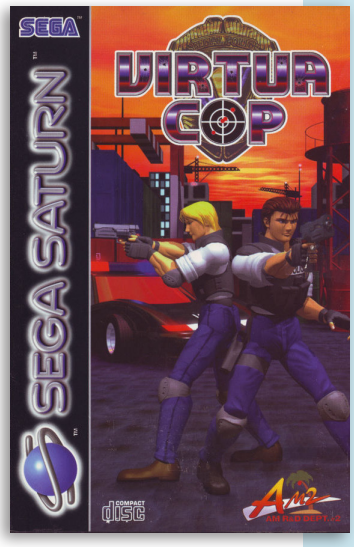
Developer	KID
Publisher	KID
Release date	(jp) October 29, 1998
Genre	Simulation
Mode	1 Player

Virtuacall S is a dating simulation game released by KID for the Sega Saturn. Virtuacall S is part of a series of games and an OAV anime.

J

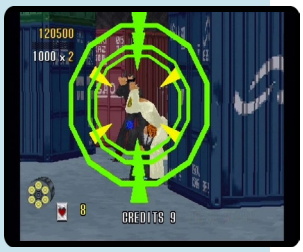
8.9

Virtua Cop



J N P

Developer	Sega AM2, Sega AM4
Publisher	Sega
Release date	(jp) November 24, 1995
Genre	Light-gun
Mode	1-2 Players



Virtua Cop (known as Virtua Squad for the North American Windows version) is a first-person lightgun shooter arcade game created by Sega AM2 and headed by Yu Suzuki. Its original incarnation was an arcade game in 1994 and it was later ported to the Saturn in 1995 and Windows in 1997. The Saturn version included support for both the Virtua Gun and Saturn mouse, as well as a new "Training Mode" which consists of a randomly generated shooting gallery.

Players assume the role of police officers - either Michael Hardy, or his partner, James Cools. Played in a first-person perspective, players must use a light gun (or a joypad) to shoot criminals and advance through the game. Taking damage or shooting a civilian causes the player to lose a life; powerups can be shot to grant the player a special weapon or even an extra life. The special weapon will be lost if the player takes damage, but not if he shoots a civilian. Players can score extra points for "justice shots" (disarming an enemy without killing them, done by shooting their hand) and "bullseyes" (shooting the center of the target circle).

A division of Sega AM2 began work on the Saturn version in April 1995. Along with the Saturn version of Virtua Fighter 2, it was one of the first games to make use of the Sega Graphics Library operating system. Commenting on their approach to the conversion, head developer Takashi Osono said, "*We are trying to keep to the quality of the arcade. If three of us agree for improvement, then we try to modify the graphics.*"

In June, the team displayed a playable demo of the Saturn version's first level at the Tokyo Toy Show. They subsequently began work on the third level, since it was the most difficult to convert due to the large polygon areas of the office building walls and ceiling.

Rad Automatic of Sega Saturn Magazine said of the Saturn version, *"It's got more depth than you'd imagine but is still mindless enough to be frenetically playable."* He praised the effectiveness of the joypad control with its two cursor movement speeds, the authentic arcade feel when playing with two Virtua Guns, and the strong realism compared to other light gun games: *"you don't see thousands of enemies popping up from behind exactly the same barrel ... In fact, you won't see enemies popping up from barrels at all that much, as your foes arrive on screen in far more interesting ways ..."*

Virtua Cop was a major influence on both light gun shooters as well as first-person shooters. When it was released in 1994, the game broke new ground by introducing the use of 3D polygons to the shooter genre.

Virtua Cop 2

8.6

Developer	Sega AM2
Publisher	Sega
Release date	(jp) November 22, 1996
Genre	Light-gun
Mode	1-2 Players

Virtua Cop 2 is a light gun arcade game, released in 1995 and developed internally at Sega by their AM2 studio.

The game features three levels through which the player's movement is automated on a predetermined path. However, unlike the first Virtua Cop, at certain points the player picks their route from two possible choices. It is the player's job to shoot the criminals that appear before time runs out and they shoot back, while taking care not to shoot any innocent bystanders. Along the way there are various objects in the background that can be broken if shot, some of which will reveal power ups afterwards. As with the first Virtua Cop, players earn extra points for "justice shots", meaning shooting an enemy's gun hand to disarm them without killing them. At the end of each level there is a boss battle, as well as one extra final boss battle after all three levels have been finished.

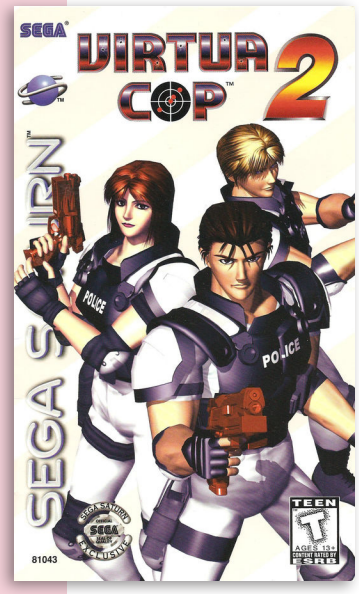
A combat training simulator, the "Proving Ground", simulates a variety of life-threatening situations. Each Proving Ground stage is designed to simulate a hostile urban environment thronging with enemies.

When questioned about Sega AM2's plans for Virtua Cop 2 in a February 1995 interview, AM2 manager Fumio Kurokawa stated *"We're not sure if there will be [a] VC2. However, since the original VC did well at the arcades, we are certainly thinking about something to follow up."*

The Saturn version was demonstrated at the May 1996 Electronic Entertainment Expo, at which point only the first level was in a playable state. Development was slowed because AM2's resources were prioritized for the Saturn versions of Fighting Vipers and Virtua Fighter Kids.

The game was later bundled with Virtua Cop in Japan and Europe on the PlayStation 2 as Virtua Cop: Elite Edition (Virtua Cop Rebirth in Japan) on August 25, 2002 and November 29, 2002 respectively.

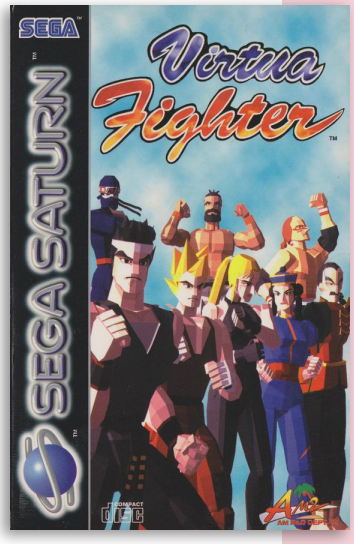
As with the original Virtua Cop, the Saturn version of Virtua Cop 2 received positive reviews for its fun gameplay and close translation of the arcade version, while being criticized as too lacking in longevity for a home console game. However, some critics, rather than complaining about the longevity, noted that while it takes about the same amount of time to complete a single playthrough as in the original, the game is much longer than the first Virtua Cop when taking into account all the different level branches.



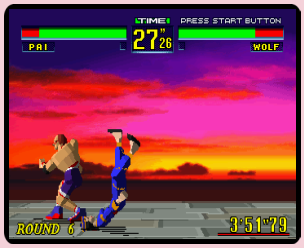
J N P

Virtua Fighter

9.0



J N P



Developer	Sega AM2
Publisher	Sega
Release date	(jp) November 22, 1994
Genre	Fighting
Mode	1-2 Players

Virtua Fighter is a fighting game developed by Sega AM2 and published by Sega for Sega Model 1 arcade hardware in 1993. It is the first game in the Virtua Fighter series. A critically acclaimed and hit game, Virtua Fighter was highly regarded for its in-depth fighting engine and real world fighting techniques, and has been revolutionary and highly influential in the evolution of the genre and video games in general.

Virtua Fighter is a versus fighting game, pitting two of nine characters against each other in a three-dimensional arena to fight until one is “knocked out”. Unlike other games in the genre at the time (such as Street Fighter II or Mortal Kombat), Virtua Fighter relies only on a control stick and three buttons, Block, Punch and Kick. Simple button combinations will trigger special attacks, and the large number of moves leads to a relatively complex fighting game.

Movements in Virtua Fighter are seen as more realistic than many of its popular 2D rivals from the likes of Capcom or SNK (although in this original game at least, characters still have the ability to jump the height of an average human). Virtua Fighter opts for a slower-pace with fighting styles modeled on those seen in the real world, alongside a “ring out” system, where fights can be lost if a player either walks or is knocked out of the ring.

While fights take place in a 3D arena, players can only manipulate their characters in two dimensions. Movement on the third dimension is dictated by the movesets of opposing characters, however regardless of orientation on the ring, fighters will always face each other head-on and the control scheme will never change.

Unique to Virtua Fighter upon release was the concept of characters receiving “damage”. If hit with a barrage of attacks, loose items of clothing (for example, Pai’s hat or Kage’s mask) will fall off and lie on the arena floor until the match is over. This feature makes no difference to gameplay, but would become a staple in many of Sega’s fighting games going forward.

In 1992 Sega released the three-dimensional fighter, Dark Edge, which attempts to create 3D gameplay by manipulating sprites with the Sega System 32 arcade board. Dark Edge was, however, riddled with hardware limitations and failed to excite the gaming public - the next milestone in the genre had to use polygons.

Sega were not the first to come to this conclusion - Distinctive Software’s niche home computer 4D Sports Boxing, released in 1991/1992, was another attempt at a three-dimensional combat game, but was strictly a boxing game, only used 3D polygons for the fighters (who barely resembled humans) rather than the environments, and lacked much of the freedoms enjoyed by Virtua Fighter’s gameplay. Similarly to situation surrounding Virtua Racing, no single game on the market was offering to render a respectible number of polygons in real time while keeping a solid frame rate.

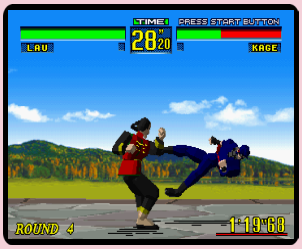
A “20% complete” build of what was known as Virtua Fighters was shown at the Amusement Machine Show 1993 in August alongside Star Wars Arcade (then known as Virtua Star Wars). Only two characters out of the planned eight were on show - Lau Chan, and the inevitably scrapped character Siba. While Virtua Fighters raised eyebrows, its early state meant it was not the star of the show - this accolade likely goes to Namco’s Ridge Racer, a texture-mapped 3D racing game.

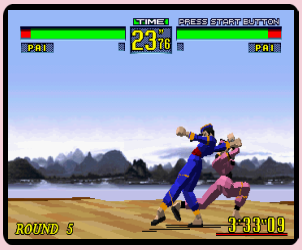
Akira Yuki is a particularly notable character in Virtua Fighter as he was a last-minute addition to the game (so much so that early cabinets do not feature him in the artwork at all). He replaced Siba (also known as “Majido”), a Middle-Eastern fighter who was axed from the game altogether for unknown reasons. Siba would eventually become an unlockable character in Fighters Megamix.

Suzuki stated that the game program was written with 50,000 lines of code.

Another scrapped character, “Jeff” also exists within the game’s code. Jeff sports a military cap and camouflage attire, and uses an incomplete set of Jacky’s moves. Seiichi Ishii, instrumental in Virtua Fighter’s design, would go on to help create the first two Tekken games by Namco, in which an extremely similar character (albeit as a robot), “Prototype Jack” (P.Jack) appears.

The Saturn version of Virtua Fighter was written almost entirely from the ground up alongside the hardware. AM2 took a different approach to the arcade game, focusing on the quality of the animations over graphics, to the point where in early builds, characters could have as little as 100 polygons. AM2 would then raise the polygon count as high as possible before the frame rate dropped to unacceptable levels.





One of these low polygon, low resolution, “30-40% complete” builds was shown at the ‘94 Tokyo Toy Show in June 1994, where despite being playable, only two punches and two kicks could be performed. Sega later clarified that this build represented less than two weeks of work. A “45% complete” build was shown a few months later, now with an upped resolution to 640x224 (versus the 320x224 seen previously) and more features.

Yu Suzuki had originally planned for 1,000 polygons for each scene in Virtua Fighter, but this milestone was met in the Tokyo Toy Show build. This newer build was running with 1,300 polygons (550 per character and 220 for the ground), with hints that 2,000 may be possible in the final product. The Saturn version was never set to hit the arcade’s number of polygons overall, instead using texture mapping to reduce the number needed for facial expressions and floor textures.

As a milestone for both Sega and the fighting game genre as a whole, Virtua Fighter was widely tipped for release on the Sega Saturn console. A port was developed in conjunction with the hardware and was released in Japan as a launch title (before becoming the pack-in game for the subsequent North American and European launches of the console).

Views on the Saturn version are generally mixed, as while its existence led to Sega’s console out-selling the PlayStation during its first few months of sale in Japan, it quickly became apparent that the port had been rushed to market with severe graphical and technical issues. Although the disc comes paired with higher quality arranged music inspired by the arcade soundtrack, polygon counts are significantly lower, five-second load times interrupt fights and the screen resolution is reduced over the arcade game.

“segaretro.org”

Virtua Fighter 2

7.9

J N P

Developer	Sega AM2
Publisher	Sega
Release date	(jp) December 1, 1995
Genre	Fighting
Mode	1-2 Players

Virtua Fighter 2 is the sequel to Virtua Fighter and the second game in the Virtua Fighter series. It was created by Sega's Yu Suzuki-headed AM2 and was released in the arcade in 1994. It was ported to the Saturn in 1995 and Windows in 1997. A 2D remake was released for the Mega Drive/Genesis in 1996. In addition, Virtua Fighter 2 was converted for the PlayStation 2 in 2004 as part of Sega's Ages 2500 series in Japan.

Virtua Fighter 2 presents no narrative in-game; there is no story-based intro sequence, no narrative character endings and very little text to supply much of a plot. However, the game was given a story in its supporting material, such as the manual for the Sega Saturn version.

Virtua Fighter 2 hinges around a fighting tournament, where the greatest fighters in the world seek to compete for fame and glory. However, the tournament is organised by the sinister "J6" syndicate, who intend to use the information gathered to perfect their fighting cyborg "Dural" (the game's boss, who uses a move-set made up of other character's moves).

Virtua Fighter 2 is a 3D 1v1 fighting game, similar in concept to other games of the series.

Players select a character, and attempt to use that character to overcome a series of opponents. This can be done by simply knocking the other character out (by dealing enough damage), or by knocking them out of the square "ring" in which the fights take place.

Each character has their own fighting style, loosely based on various real-world fighting methods, such as wrestling or eastern styles. Characters each have many unique moves; however, like in the original Virtua Fighter, many of the characters share a number of moves with another character (for instance, Lau Chan and Pai Chan each practice similar forms of Kung Fu).

In addition, the entire roster of characters shares certain moves and functions; for instance, every character has a basic throw that can be executed by pressing the guard and punch buttons simultaneously.

The game introduces two new characters to the roster; Lion Rafale, an expert in mantis-style, and Shun Di, the Drunken Kung Fu master. Shun and Lion came with a special feature; the ability to perform "axis strikes" in which they would move around the attacks of other characters, accentuating the game's 3D nature.

In addition to the visual upgrade over its predecessor, which was considerable, Virtua Fighter 2 massively expanded the number and variety of attacks possessed by each character, including the addition of counter-attacks and the ability to prevent throws (with very quick reactions required on part of the player).

The game took Sega AM2 roughly 12 months to develop. The developers designed four new characters, only two of which, Lion and Shun, made it into the final game.

In a 1995 interview, head developer Yu Suzuki said Virtua Fighter 2 was his favorite of all the games he had made, elaborating that he was particularly pleased with the way the polygonal graphics "added a sense of reality" to the characters' motions, and the addition of counterattacks.

At the beginning of 1995, Sega AM2's Sega Saturn division was split into three sub-departments, each one charged with porting a different arcade game to the Saturn: Virtua Fighter 2, Virtua Cop, and Daytona USA. Due to unexpectedly slow progress in the Daytona USA port, a number of members of the Virtua Fighter 2 team were reassigned to Daytona USA. In March, AM2 Research completed the Sega Graphics Library, a Saturn operating system which made it feasible to create a near-arcade perfect port of Virtua Fighter 2 for the Saturn.

After completing the Daytona USA port in April, the team took a short holiday before beginning work on the Virtua Fighter 2 conversion in earnest. In June, AM2 gave the first public demonstration of Saturn Virtua Fighter 2 at the Tokyo Toy Show. To increase confidence in the accuracy of the port, they displayed non-playable demos of the characters Lion, Shun, Pai, and Lau running on the Saturn hardware at 60 frames per second - the same speed as the arcade version.

However, AM2 continued to face problems in creating an accurate port for the Saturn. Due to the high number of moves in Virtua Fighter 2, months had to be spent on developing compression techniques in order to fit all of the game's moves onto a single CD. Also, in order to maintain the 60 frames per second, the Saturn version could not use nearly as many polygons as the arcade version. To make this difference less apparent, the programming team used texture mapping on the characters, taking advantage of the fact that the Saturn could map 16 different colors to each polygon, whereas the Model Two arcade hardware could map only 1. In addition, the polygon background objects of the arcade version were replaced with parallax scrolling playfields with selective scaling. The AM2 team also used data from Virtua Fighter Remix as a reference for some elements. In an interview during development, Keiji Okayasu discussed the team's struggles with getting the Saturn version to run at 60 frames per second:

"If we didn't have to consider the speed, we could do the conversion very quickly. But with so much data, we can only move slowly. With Virtua Fighter 1 we could use the arcade data for each technique with just a few changes, but with 2 there's just too much data. But we have done well, although how is a secret... I think we couldn't have made 2 if we hadn't made the first conversion - but it's just as tough! We owe a lot to the new SGL OS (Sega Graphics Library Operating System) software."

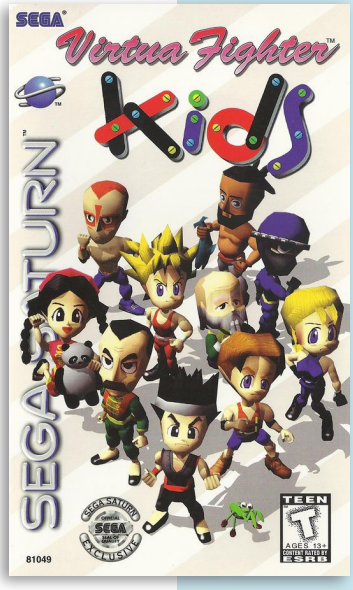
By the end of September, hit detection had been enabled, and the now fully playable conversion was displayed at the JAMMA show. Taking into account audience reactions at the JAMMA show, the team spent the next two months on final adjustments, play-testing, and the addition of Saturn-specific options. Development on the port was completed in November 1995.

Virtua Fighter 2 was critically acclaimed upon release. Next Generation gave the game a perfect 5/5 stars, calling it *"the ultimate arcade translation"* and *"the best fighting game ever."* The magazine cited its *"accurate representation of 10 very distinct and realistic fighting styles"*, *"remarkable AI"*, and *"a general attention to detail that sets a new mark for quality game design."*

"segaretro.org"

Virtua Fighter Kids

8.5



Developer	Sega AM2
Publisher	Sega
Release date	(jp) July 26, 1996
Genre	Fighting
Mode	1-2 Players

Virtua Fighter Kids is an installment in the Sega AM2 Virtua Fighter fighting game series. A super deformed version of Virtua Fighter 2, it was released in the arcade and on the Sega Saturn in 1996. Unlike Virtua Fighter 2, it was developed on the ST-V board.

All the characters have big heads, and the music is at a faster pace. The gameplay itself is slightly tweaked from Virtua Fighter 2. The Saturn version includes some new FMVs and programmable button sequences to allow players to test and use pre-made combos. Despite being children, some of the fighters retain the adult characteristics of their Virtua Fighter 2 counterparts, such as facial hair, muscles, and breasts.

One of the variations of the boss character, Dural, features her with a fishbowl for a head, complete with a fish swimming inside.

Merchandise for the game in Japan included a line of stuffed toys which sold very well even before development on the game was finished.

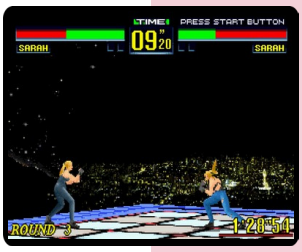
In Japan, Virtua Fighter Kids was released on the Saturn as a promotional item in co-operation with drink brands “Java Tea” and “Energen” under the title “Virtua Fighter Kids: Java Tea Original Edition”. It was later released commercially without any mention of “Java Tea” on the cover. All Java Tea product placement was removed from the western versions of the game, but is present in all Japanese versions (arcade, regular and Java Edition).

Virtua Fighter Kids divided reviewers to an extent. GameSpot, Scary Larry of GamePro, and Dan Hsu, Crispin Boyer, and Sushi-X of Electronic Gaming Monthly said that while Virtua Fighter Kids would have made an amusing bonus mode in Virtua Fighter 2, it was not worthwhile as a full-price standalone release. On the other side, Next Generation, Rich Leadbetter of Sega Saturn Magazine, and Shawn Smith of Electronic Gaming Monthly argued that features such as the funny cinemas, the new facial expressions on the characters, and the new kid-themed scenery make the game more than a money-making gimmick, though they also said that it is not as good as the original version of Virtua Fighter 2. Most reviewers criticized the short reach of the kid characters.’

J N P

9.0

Virtua Fighter Remix



JNP

Developer	Sega AM1, Sega AM2
Publisher	Sega
Release date	(jp) July 14, 1995
Genre	Fighting
Mode	1-2 Players

Virtua Fighter Remix was an update of the original Virtua Fighter with higher-polygon models, texture mapping, and some gameplay changes. It was given free to all registered Saturn owners in the United States via mail. It also had an arcade release on the ST-V (an arcade platform based on the Sega Saturn) and later ported to Windows as Virtua Fighter PC.

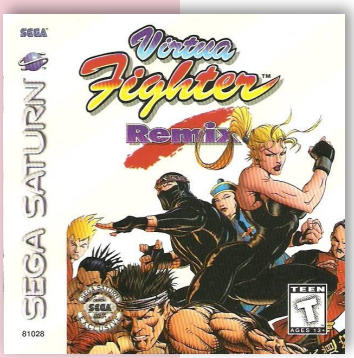
Virtua Fighter had been released on the Saturn in a less-than-impressive state. Being created in conjunction with the hardware, the game suffers from often severe 3D rendering issues, with flickering (and sometimes disappearing) polygons and occasional animation glitches. Its choice to act as an accurate port of the Sega Model 1 arcade version also failed to do the game many favours in the eyes of the Western press, with untextured (and lower polygon) models comparing poorly to PlayStation launch title Battle Arena Toshinden. While offering at CD qualiy soundractrack, many claim it to be even worse than the Sega 32X version, thanks to the added CD loading times.

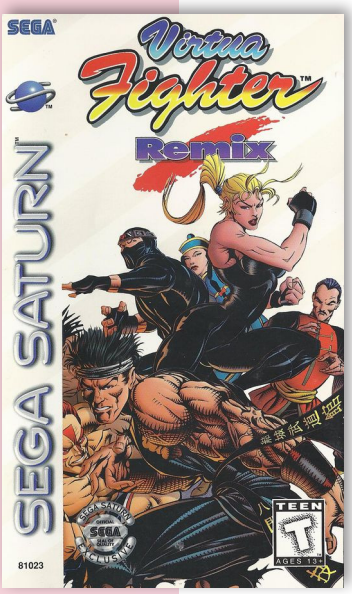
Virtua Fighter Remix was created to address many of these flaws, and was quietly launched in the Winter of 1995 as a replacement pack-in title for the Saturn console. In Remix models have a slightly higher polygon count (though still less than the Model 1 version) and are now completely texture-mapped, leading to a more modern looking game. Sega also claimed controller response time was improved.

The enhanced visuals are countered by some trade-offs, such as the removal of the original lighting system, making characters appear unnaturally bright in dark stages such as Sarah's (a stage which incidentally loses the smooth transition of its lit floor thanks to the new textures). Loading times are also slightly longer in Remix, and polygon glitching is not removed entirely. Other areas of the game, such as stage backgrounds, haven't changed at all.

In the West, a CG Portrait Collection Disc was also included in the Saturn bundle. North American owners would get Virtua Fighter Remix for free if they registered their Saturns before September 30, 1995, while Japanese customers would later receive a SegaNet compatible version. Sega would also bring Virtua Fighter Remix to Sega Titan Video arcade hardware.

"segaretro.org"





Virtua Fighter CG Portrait Series

Developer Sega AM2
Publisher Sega
Genre Miscellaneous
Mode 1 Player

Virtua Fighter CG Portrait Series is a series of eleven Sega Saturn discs released in Japan between October 1995 and March 1996, each containing images of one Virtua Fighter character. The final disc, Dural, could only be obtained by mailing the spinecards of the first ten discs to Sega.

The European version of Virtua Fighter Remix contained a bonus CD with some of these images, and many were included in high-resolution (640x480) with the PC version of Virtua Fighter 2.

"virtuafighter.wikia.com"

Vol.1 Sarah Bryant

Release date: October 13, 1995

Sarah Bryant (born July 4, 1973; San Francisco, California). Pre-Virtua Fighter 4, it was stated that she used Jeet Kune Do like her brother.

Since Virtua Fighter 4, she fights with general 'Martial Arts', which includes Savate, Taekwondo and Karate style. However, it seems that her style still has some characteristics like Flamingo stances and grappling.

Sarah enters the World Fighting Tournament alongside Jacky to bring down Judgement 6, the evil syndicate that kidnapped and brainwashed her into trying to kill her own brother.

Vol.2 Jacky Bryant

Release date: October 13, 1995

Jacky Bryant (born August 28, 1970; San Francisco, California). Nicknamed the "Blue Flash", Jacky is an indy car racer, and is featured as a playable character in Sonic & Sega All-Stars Racing. He is also the elder brother of Sarah Bryant.

Jacky fights using Bruce Lee's incredibly versatile Jeet Kune Do style, allowing him a few of Bruce Lee's actual techniques that he chose to perfect during his lifetime. The most important aspect of Jacky's game are his combos, which can be utilized to repeatedly strike and inflict massive damage.

Vol.3 Akira Yuki

Release date: November 17, 1995

Akira Yuki (born September 23, 1968). His fighting style is Bājíquán, a Chinese martial art.

Rather than just pursuing victories, Akira enters the tournament to further hone his Bājíquán techniques and to understand what "true fighting" is about. He was a childhood friend of Aoi Umenokoji. In addition, he's had fierce rivalries with fighters such as Goh Hinogami and Jean Kujo, and especially Kage-Maru. He's also friends and rivals with Wolf Hawkfield.

Akira is the official winner of the Second World Fighting Tournament (Virtua Fighter 2).

Vol.4 Pai Chan

Release date: November 17, 1995

Pai Chan (born May 17, 1975; Hong Kong). She is a martial arts movie star in her hometown, and the daughter of renowned Chinese martial artist Lau Chan. Her fighting style is Mízōngquán.

Pai has a cheerful and determined personality, although her moods can change very rapidly depending on the situation. When she's not busy with her career as a movie actress, she devotes her time and attention to her training in the hopes of surpassing her father. She met Akira Yuki in the First World Fighting Tournament, and since then, they've been friends with each other, and trained together.

Vol.5 Wolf Hawkfield

Release date: 1995-12-08

Wolf Hawkfield (born February 8, 1966). He is a Canadian professional wrestler who debuted in the original game and has appeared as a playable character in every installment in the series.

Wolf is a gentle giant who lives to fight and enjoys nothing more than a good bout, aside from nature and karaoke. He cared so much about fighting that he relinquished his championship belt and retired from pro-wrestling after growing tired of the same competition. Then, after hearing of the World Fighting Tournament, the Canadian decides to enter in the hopes of finding stronger opponents.

Vol.6 Lau Chan

Release date: December 8, 1995

A leading Chinese chef, a master of the legendary wushu style Tiger Swallow Fist and the father of Pai Chan although the two share a strained relationship. He is from Shandong Province, Northern China.

Currently (and ever since Virtua Fighter 4), Lau has suffered from a rare illness which cannot be cured. This illness does not seem to hamper his Koen-ken techniques or his ability to fight although he is seen coughing in one of his pre-fight animations and, in Virtua Fighter 5 R, one of his idle animations. Lau was the winner of the first World Fighting Tournament.

Vol.7 Shun Di

Release date: January 26, 1996

Shun Di (born January 2, 1912; China) debuted in Virtua Fighter 2 along with Lion Rafale. He uses a style of Drunken Kung Fu (Zuì Quán).

He is from Northern China and is considered as a sage by many. He teaches in his small training hall and had many students in the past but most have left him by now. This is due to his keen interest in taking students able to take hardship as part of the training. Shun hears his friends boasting about the success one of their student fighters in recent tournament competitions. He suddenly exclaims, "I also want to participate in the World Fighting Tournament".

Vol.8 Lion Rafale

Release date: January 26, 1996

Lion Rafale (born December 24, 1979; Bordeaux, France). He was one of two new characters, along with Shun Di added in Virtua Fighter 2. Lion's personality is displayed as cocky, spoiled, a little bratty and arrogant.

He is born into the Rafale family, one of the wealthiest families in France. They are involved in illegal arms contracts with terrorists. Lion has been practicing Northern Praying Mantis under an instructor as part of management education since he was five. Lion is participating in the tournament competition to become free from his father.

Vol.9 Kage Maru

Release date: March 1, 1996

Kage-Maru (Kage for short; pronounced as KA-géh-MAH-ru, born June 6, 1971; Japan) is a tenth-generation Hagakure Ninja. His fighting style, taught to him by his father, the ninth-generation, Hagakure-ryū Jū-Jutsu, a fictional martial arts that's based on Jujutsu. When he lost his mother, the eighth-generation, father and entire village, Kage entered into the first World Tournament to shutdown Judgement 6.

Kage is the most decorated competitor having won the 3rd and 4th tournament and has defeated several combatants such as Akira Yuki (twice), Lau Chan, Lion Rafale, Shun Di, and Dural (twice).

Vol.10 Jeffry McWild

Release date: March 1, 1996

Jeffry McWild (born February 20, 1957). He is a fisherman who mastered Pankration on his own. He is of Australian Aboriginal descent.

A fisherman on the Australian coast, he lived in the salty tang of the tides and the hot sun. The most skillful fisherman of his village, he has an engaging personality. He was bested by only one opponent: the giant, eight-meter long, human-eating Satan Shark. After the shark wrecked his boat, he entered the World Fighting Tournament to build a new boat and fight the shark again. In Virtua Fighter 2 the shark wrecks his boat again...

The Final Dural

Release date: 1996

Dural is the main antagonist of the franchise. She appears as the final boss of the Arcade mode in all Virtua Fighter games. The player is given only one match against her; whether or not Dural is defeated, the game is over.

Dural's fighting style is an amalgamation of various moves taken from several fighters in each game. Consequently, she may string together unique combinations that cause incredible damage and defeat players very quickly. Her style also augments some of the original fighters' moves to make them even more damaging.

SEGA

SEGA SATURN

VIRTUA FIGHTER WORLD!

今までこれほどまでに充実した世界観を持ったソフトがあっただろうか？

Virtua Fighter 2

バーチャファイター2

新たな闘いがセガサターンで炸烈する

好評発売中6,800円

©SEGA ENTERPRISES,LTD. 1994, 1995

Virtua Fighter™

CG Portrait series

第5弾 Vol.9 カゲマル/Vol.10ジェフリー・マクワイルド 同時新発売 各1,280円

●「バーチャファイター3」を制作中のデザインチームによる新規制作のオリジナルCG集●「バーチャファイター2」イメージヴォーカルアルバム「Dancing Shadows」からのシングルカット＆カラオケを収録●他のバーチャファイターのCGポートレートも好評発売中、応募券を5枚集めてデュラルをもらおう

Vol.9 Kagemaru

収録曲：誰も知らない

Vol.10 Jeffry Mcwild

収録曲：あの波を越えて

抽選で50,000名様に「デュラル」プレゼント！

「バーチャファイターCGポートレートシリーズ」のパッケージ等に付いている応募券5枚（5キャラクター）を一口として同梱の専用応募ハガキに必要事項を記入の上お送りください。　抽選で50,000名様にバーチャファイターCGポートレート「デュラル」をプレゼント。

締め切り：'96年3月31日（当日消印有効）

※発表は商品の発送をもってかえさせていただきます。なお、景品の発送は'96年4月末日からになります。

Virtua Fighter バーチャファイター

相撲アクションの金字塔！歴史はここから始まった!!

好評発売中

©SEGA ENTERPRISES,LTD. 1993 1994

Virtua Fighter Remix バーチャファイター リミックス

新たにテクスチャーマッピングを施し、美しさを増した特別版!!

好評発売中

©SEGA ENTERPRISES,LTD. 1993 1995

脳天直撃 セガサターン SEGA SATURN

テレビ東京にて、TVアニメ「バーチャファイター」毎週月曜日18：30～19：00大好評放映中！

●表示価格は消費税抜きの標準小売価格です。

株式会社 セガ・エンタープライゼス　〒144 東京都大田区羽田 1-2-12 お客様相談センター　0120-012235 受付時間 月～金 10:00～17:00（祝祭日除く）

SEGASATURNおよび は株式会社セガ・エンタープライゼスの商標であり、SEGASATURN専用の周辺機器、ソフトウエアを表わすものとしてその表示を承認したものです。

Printed in Japan　T1023404020541　雑誌23404-2/23

7.3

Victory Goal

Developer	Sega CS
Publisher	Sega
Release date	(jp) January 20, 1995
Genre	Sports
Mode	1-4 Players

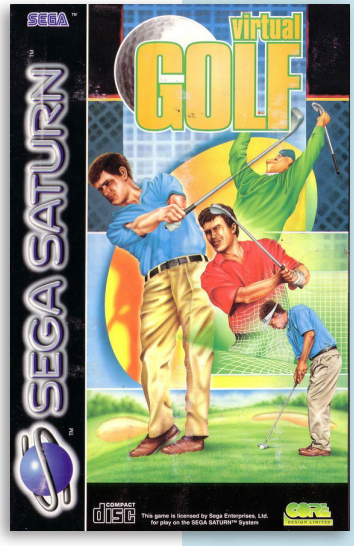
Victory Goal is a Japanese soccer game released exclusively for the Saturn. It was Team Aquila's first creation as a sub-department of Sega CS1, and the first in the Victory Goal series. Being released in 1995, it also stands as one of the first 3D football games, though the players are represented as 2D sprites.

Victory Goal was announced alongside the Saturn in early 1994, under the working title of Virtua Soccer. However, it is only assumed Virtua Soccer became Victory Goal - in this early incarnation, only simple demo footage was shown (as was the case for Clockwork Knight, Daytona USA and Panzer Dragoon - only Virtua Fighter was partially playable), with no specific details on the team listings.

Contrary to popular belief, Victory Goal was a Japanese exclusive, featuring teams from the Japanese J. League. Its engine would be adapted and J. League teams replaced with international teams in Sega International Victory Goal. Victory Goal is hence sometimes referred to as J. League Victory Goal to make the distinction.

Virtual Golf

7.5



Developer	Core Design
Publisher	Core Design, (jp) Victor Entertainment
Release date	(eu) February, 1996
Genre	Sports
Mode	1-4 Players

Virtual Golf, known as Tournament Leader in Japan, is a golf game for the Sega Saturn. No versions of Virtual Golf made it to North America.

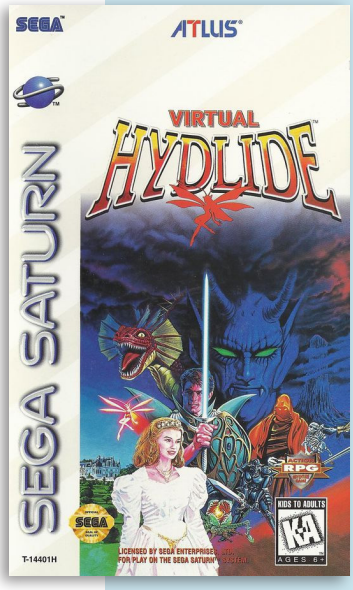
Virtual Golf had a protracted development timeline, having originally been announced for the Sega 32X as Tee-Off! (not to be confused with the Sega Dreamcast game, Tee Off) and expected to arrive in late 1994 or early 1995. The 32X version was cancelled, and much of the original press material, involving extensive use of pre-rendered 3D imagery was not used in the final product.

Tee-Off! was renamed The Scottish Open, and later The Scottish Open: Virtual Golf before settling with just Virtual Golf. A Sega Saturn port was started, before becoming the sole version of the game, and it was released in early 1996.

"segaretro.org"

Virtual Hydlide

6.7



Developer	T&E Soft
Publisher	Sega, (us) Atlus
Release date	(jp) April 28, 1995
Genre	Action-adventure
Mode	1 Player

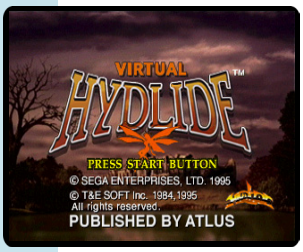
Virtual Hydlide is an action-adventure game for the Saturn. It is a remake of the original Hydlide, the first game in the series, but incorporated full 3D graphics and a player character digitized from a live actor.

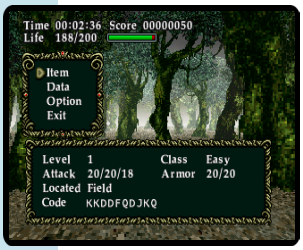
The player takes on the role of a hero on a quest to defeat an evil demon named Varalys who has turned the princess of Hydlide into three fairies. Before confronting Varalys, the hero must find the fairies and three magical jewels to restore the princess to her regular self.

The game involves typical adventure/RPG fare, in which the player roams the world (the titular Hydlide), searching through dungeons for weapons and armour. Virtual Hydlide however differs by leveling the player character up only after completing certain objectives of the game, whereas most RPGs level the player character up once they have obtained a certain amount of experience points.

A different game world is generated each time a new game is started. However, instead of traditional random dungeons, the developers of Virtual Hydlide actually designed more than 20 different level maps for each of the seven dungeons, as well as more than 20 different maps for the overworld. When starting a new game, the maps for the dungeons and overworld are randomly selected from their designated level sets. Thus, though every dungeon design was created by a designer rather than a random level generator, there are more than 25 billion possible game worlds. Moreover, each game world is identified with an alphabetic code which may be entered when starting a new game, allowing players to replay favorite level designs or compete for high scores on identical worlds. However, non-boss enemies do not appear in set locations, and continuously respawn in randomly determined locations.

On release, Famicom Tsūshin scored Virtual Hydlide a 27 out of 40. A critic for Next Generation gave it two out of five stars, saying that the game is *"visually stunning"* with its over-the-shoulder viewpoint and fully 3D environments, but suffers from awkward and *"more-or-less tedious"* gameplay. Tommy Glide of GamePro, in contrast, said the visuals take time to get used to due to confusing camera angles, clunky scrolling, and graininess which makes it hard to spot items. He also criticized the outdated sound effects during combat and the difficulty in judging how distant enemies are.





J N P

Virtual Casino

5.3

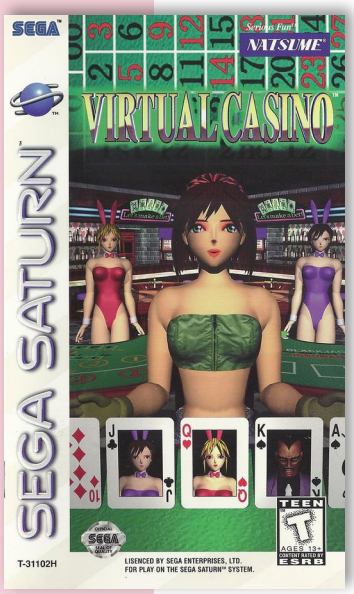
J

Developer Digital Factory
Publisher Natsume, (jp) Datt Japan
Release date (jp) March 15, 1996
Genre Casino
Mode 1-2 Players

Virtual Casino lets the player experience the real sights and sounds of a casino in full 3D, complete with sounds of cards being flipped, coins dropping into the slot machine trays and casino girls.

It features three locations to choose from, Las Vegas, Atlantic City and Monte Carlo with a variety of games to play such as seven-card stud, baccarat, blackjack, roulette and slot machines.

"mobygames.com"



Virtual Kyoutei

5.8

Developer Nihon Bussan
Publisher Nihon Bussan
Release date (jp) December 20, 1996
Genre Racing
Mode 1 Player

Virtual Kyoutei is a 3D water craft racing game. It was released two-and-a-half months after the Nintendo 64's Wave Race 64 in Japan, putting it at a huge disadvantage. This is because Wave Race 64 is one of the more demanding and complex Nintendo 64 games due to its reliance on emulating wave physics. Virtual Kyoutei is far more simplistic in nature, with shorter, less detailed tracks and no two-player option.

"segaretro.org"

J

Virtual Kyoutei 2

6.1

J

Developer Nihon Bussan
Publisher Nihon Bussan
Release date (jp) December 4, 1997
Genre Racing
Mode 1 Player

Virtual Kyoutei 2 is a sequel to Virtual Kyoutei. In the game, players once again compete in the Virtual Kyoutei tournament.

Virtual Mahjong

4.0

Developer	Micronet
Publisher	Micronet
Release date	(jp) March 5, 1998
Genre	Table
Mode	1 Player

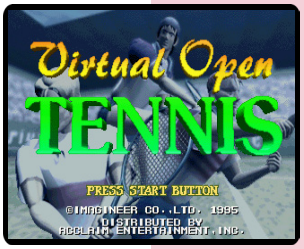
Virtual Mahjong is a mahjong game developed and published by Micronet for the Sega Titan Video arcade system and Sega Saturn. It was followed by My Fair Lady: Virtual Mahjong II, which also included this game with the Saturn version as a bonus disc.

"segaretro.org"

J

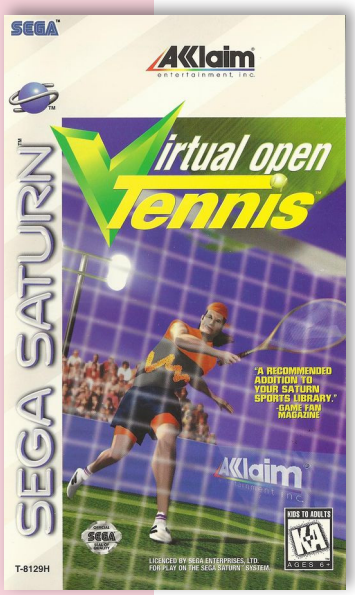
Virtual Open Tennis

6.6



Developer	Imagineer
Publisher	Acclaim Entertainment, (jp) Imagineer
Release date	(jp) October 27, 1995
Genre	Sports
Mode	1-4 Players

Virtual Open Tennis is one of only two tennis games released for the Saturn. The game features include 3 modes of play; tournament, exhibition and practice, 3 playing surfaces and 10 players.

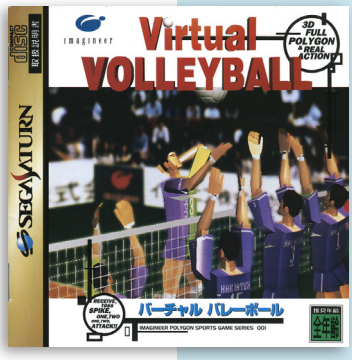


J N P

"mobygames.com"

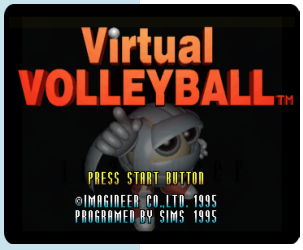
Virtual Volleyball

4.9



Developer	SIMS
Publisher	Imagineer
Release date	(jp) July 21, 1995
Genre	Sports
Mode	1-8 Players

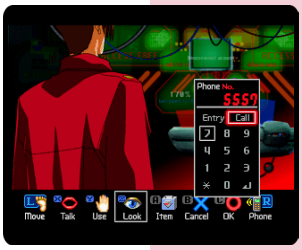
Virtual Volleyball is a polygon based volleyball game for the Sega Saturn. The game supports up to eight players.



J

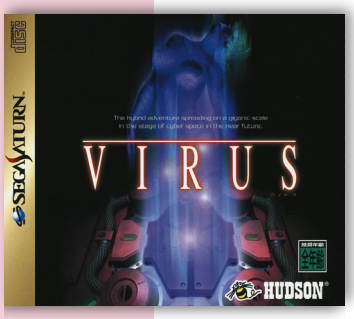
7.3

Virus



J

Developer	Hudson Soft
Publisher	Hudson Soft
Release date	(jp) August 22, 1997
Genre	Adventure
Mode	1 Player



Virus is an adventure game with elements of a shooter, similar in concept to Snatcher, but with much more developed and frequent combat. During the adventure portions of the game, the player views locations and talks to characters from first-person perspective, interacting with the environment by selecting command icons from a bar on the bottom of the screen, and then moving the cursor on the screen to select the object to interact with in a point-and-click fashion.

"mobygames.com"

4.3

Voice Fantasia S: Ushinawareta Voice Power

Developer	Pre-Stage, Japan Media Programming
Publisher	ASK Kodansha
Release date	(jp) July 25, 1997
Genre	Adventure
Mode	1 Player

J

Voice Fantasia might look like an RPG, but in reality its gameplay is much closer to the adventure variety, the RPG elements reducing to a mini game-like status. Most of the gameplay here is dedicated to exploring the world, talking to characters, and acquiring and using items needed to advance the story.

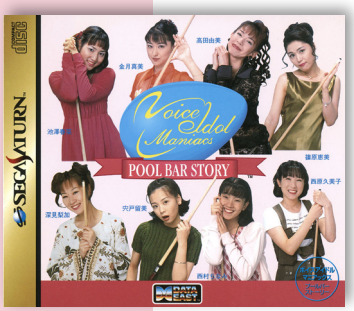
"mobygames.com"

4.4

Voice Idol Maniacs: Pool Bar Story

J

Developer	Data East
Publisher	Data East
Release date	(jp) April 4, 1997
Genre	Sports
Mode	1 Player



Voice Idol Maniacs: Pool Bar Story is a pool game. Players can choose from 6 different pool games with 8 seiyuu. The game is using the Side Pocket 2, Minnesota Fats: Pool Legend in North America, engine.

ONLY ON SEGA SATURN

SEGA SATURN™

A LITTLE TOO REAL

WORLD SERIES BASEBALL™

VIRTUA FIGHTER™ 2

VIRTUA COP™

SEGA RALLY CHAMPIONSHIP™

SEGA®

Sega is a registered trademark of SEGA. Sega Saturn, Sega Sports, and all game titles are trademarks of SEGA unless otherwise noted below. The World Series is a trademark owned by Major League Baseball and may not be reproduced without written consent. Major League Baseball trademarks and copyrights are used with permission of Major League Properties, Inc. MLBPA logo © MLBPA MSA. Officially licensed by the Major League Baseball Players Association. © 1995 SEGA, P.O. Box 8097, Redwood City, CA 94063. All rights reserved.

SEGA SATURN OFFICIAL SEGA QUALITY EXCLUSIVE

VINTAGE COMPUTING AND GAMING
Retro Scan of the Week

Original Scan by VC&G for entertainment purposes. We claim no rights over this image, but if you use it, we would appreciate some credit. Thanks in advance!
www.vintagecomputing.com

This is COOL

タクティカルシミュレーションRPG
バッケンローダー

SEGASATURN NEW SOFT PRESS

8月6日 発売予定
価格5,800円(税別)
パワーメモリー対応
[タクティカルシミュレーションRPG]
1人用

近未来ファンタジー・スチームパンク・ワールドへ、ようこそ。

WACHEN RÖDER
バッケンローダー

©SEGA ENTERPRISES,LTD.,1998

SEGASATURNおよび は株式会社セガ・エンタープライゼスの商標であり、
SEGASATURN専用の記憶装置ソフトウエアを表すものとしてその表示を承認したものです。

SEGA

Wachenröder

7.3

Developer	Scarab Studio
Publisher	Sega
Release date	(jp) August 6, 1998
Genre	Turn-based strategy, Role-playing
Mode	1 Player

Wachenröder is a strategy RPG with a story told through cutscenes that appear between battles. In battles, players move their party members on the screen, attacking in turn-based fashion whenever enemy is in range. At the beginning of a battle players have 99 action points which they can use for all their moves during the battle. They can perform three types of attack: sword, bow, and gun.

"mobygames.com"

J

Waialae no Kiseki: Extra 36 Holes

8.3

Developer	T&E Soft, Polysys
Publisher	T&E Soft
Release date	(jp) February 28, 1997
Genre	Sports
Mode	1-4 Players

Waialae no Kiseki: Extra 36 Holes is a golf game, played in the Waialae Country Club golf course in Hawaii.

J

Waku Waku Monster

5.0

Developer	Altron
Publisher	Altron
Release date	(jp) July 30, 1998
Genre	Puzzle
Mode	1-2 Players

Waku Waku Monster is a versus-type puzzle game that also includes a minor monster-raising element. Although the game was released well after Pokemon Red and Green, the monster raising in this seems to take its cues more from the earlier Tamagotchi.

Players start the game with an egg that hatches into a young monster after the first stage, which then changes form after each subsequent stage.

"lunaticobscurity.blogspot"

J

Waku Waku 7

6.6

Developer	Sunsoft
Publisher	Sunsoft
Release date	(jp) June 20, 1997
Genre	Fighting
Mode	1-2 Players

Waku Waku 7 is a 1996 2D fighting game developed and published by Sunsoft initially as an arcade game for the Neo•Geo MVS arcade system in 1996 worldwide.

Waku Waku 7 has an irregular feature set for a fighting game of its time, and includes features common to SNK fighting games (such as four basic attacks and screens zooming).

The game has a roster of nine characters (two of which were available only in the Versus mode of the console ports). Each has a significantly different playstyle and parodies a well-known character from another game. Each character has a powerful special move. They have several factors that make them unique, including need to be charged (during which the character concentrates, says something, strikes a pose or blows a fanfare) and being unblockable and difficult to dodge, but can be interrupted while charging; while charging, the game flashes a warning and sounds an alarm. Characters could be launched through the screen to hit the other corner, and attacked while on the ground; but also could dodge or attack while getting up.

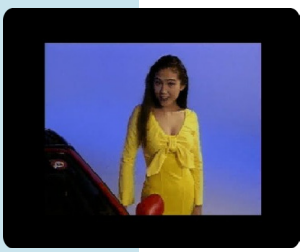
The Saturn port is often looked on as being a weaker version, as despite requiring an extra 1MB RAM cartridge, it offers more pixellated backgrounds and longer loading times than the Neo Geo version. The game also suffer from slowdown, especially with characters like Dandy J, who is not only huge, but has two characters in the background that follow him constantly. Most of the entire battle against Fernandez is almost fought in slow motion. The Saturn version does feature some extra artwork, which changes depending on the internal clock of the system, as well as an arranged soundtrack.

J

Wangan Dead Heat + Real Arrange

5.9

Developer	Genki
Publisher	Pack-In-Video
Release date	(jp) August 30, 1996
Genre	Racing
Mode	1-2 Players



Wangan Dead Heat + Real Arrange should not be mistaken for Wangan Dead Heat. Whist both games are basically the same, this one throws in a load of ladies plus a bonus video disc that's compatible with the Saturn's MPEG card featuring an MPEG video. The disc will work without the card but the quality is worse.

"sorethumbretrogames.com"

J

8.0

Waku Waku Puyo Puyo Dungeon

J

Developer Compile
Publisher Compile
Release date (jp) April 2, 1998
Genre Role-playing
Mode 1 Player

Waku Waku Puyo Puyo Dungeon is a dungeon-crawler RPG based on the characters and setting of the Puyo Puyo series. The game is viewed from an isometric perspective with an emphasis placed on beating countless monsters and gaining better equipment. Dungeons are generated randomly each time players enter them, as are item spawning points and the enemies and spells available.

WanChai Connection

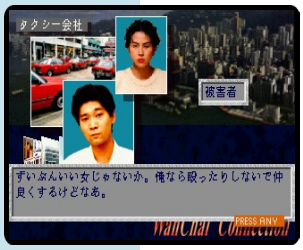
5.5

Developer Micronet
Publisher Sega
Release date (jp) November 22, 1994
Genre Adventure
Mode 1 Player

The story takes place in 1997 in Wan Chai area of Hong Kong island. A naked woman washed ashore and doesn't have any recollections. Players take the role of Michael Lee, a Hong Kong detective trying to find out the truth behind an attempted murder case.

Besides talking to characters and typical adventure dialog and question options, game also features searching for clues mode which lets players look for clues in 3D environment.

"mobygames.com"



J

4.9

Wangan Trial Love

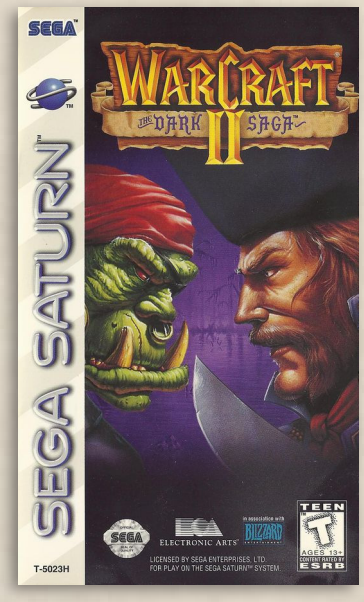
J

Developer Pack-In-Soft
Publisher Pack-In-Soft
Release date (jp) April 2, 1998
Genre Simulation, Racing
Mode 1-2 Players

Wangan Trial Love is a driving game with dating-sim elements. In the game, players make their own schedules and daily routines. The game also feature mini-games.

Warcraft II: The Dark Saga

8.2



J N P

Developer	Climax
Publisher	Electronic Arts
Release date	(eu) July, 1997
Genre	Strategy
Mode	1 Player

Warcraft II: Tides of Darkness (usually simply called Warcraft II; sometimes abbreviated to WCII, WC2, or War2) is the second, highly popular real time strategy game from Blizzard Entertainment set in the Warcraft universe. The novel Tides of Darkness, by Aaron Rosenberg, focuses on the events in this game. The Dark Saga release contains all the missions from Warcraft II: Tides of Darkness and its expansion pack, Beyond the Dark Portal. It also allows up to sixteen units to be selected at once, rather than the PC's nine.

The story start on the second war. The First War brought the Fall of Azeroth, following the Orc campaign in Warcraft: Orcs & Humans. The survivors of Azeroth have fled by sea to the Human kingdom of Lordaeron, and the Orcs have decided to conquer Lordaeron, in what is known as the Second War. Both sides have acquired allies and new capabilities, including naval and air units, and more powerful spellcasters.

In the Second War, the Orcs are successful at first, but the Humans and their allies take the initiative, partly thanks to an Orc rebellion initiated by the warlock Gul'dan, who seeks and raises the sunken Tomb of Sargeras.

Players must collect resources, and produce buildings and units in order to defeat an opponent in combat on the ground, in the air and in some maps at sea. The more advanced combat units are produced at the same buildings as the basic units but also need the assistance of other buildings, or must be produced at buildings that have prerequisite buildings. The majority of the main screen shows the part of the territory on which the player is currently operating, and the minimap can select another location to appear in the larger display. The fog of war completely hides all territory which the player has not explored. Terrain is always visible once revealed, but enemy units remain visible only so long as they stay within a friendly unit's visual radius.

Like Warcraft: Orcs & Humans, most of the game's units on the two sides are immediate counterparts to each other. The armies are balanced by their similarity; the only real differences can be found in the spells used by some higher-level units. The number of units has been increased, and the units themselves have more elaborate abilities. Naval combat was first introduced into the Warcraft series, there are transports, oil tankers and attacking ships.

As an aesthetic change, both sides are allied with three minor races. Humans allied with Elves, Dwarves and Gnomes while Orcs allied with Ogres, Trolls and Goblins. Some campaign missions feature hero units. Hero units have heightened statistics compared to their normal counterparts, cause mission failure when killed, and each have a unique picture and name.

One of the features of Warcraft II are the unit quotes. If a single unit was clicked several times in a row, the unit's voice samples would change.

The unit would start getting angry at the player, or start saying silly things in reference to movies, games, or other things. For example, a footman might say, *"Don't you have a kingdom to run?"*. Footmen and Grunts said different things in the game's demo, from some of those they did in the retail version, most of them exhortations to buy the game later.

After seeing the excellent response of Warcraft: Orcs & Humans, released in November 1994, Blizzard Entertainment started working on Warcraft II: Tides of Darkness. Development began in February 1995 and the game was released in December for MS-DOS and in August 1996 for the Macintosh. Blizzard later explained that the small budgets of the time allowed short development times. The response of Warcraft: Orcs & Humans also allowed Blizzard to recruit additional top-class developers. The company's initial design combined modern and fantasy elements, such as fighter pilots ambushed by a fire-breathing dragon. However, they found that this was unsatisfactory, and that there was plenty of content for a fantasy RTS. The initial release of Warcraft II: Tides of Darkness ran over a local area network using IPX but not over the Internet communications protocol TCP/IP. Kali, which used the Internet as if it was a local area network, became very popular and Blizzard quickly provided to players a program that made it easy to set up multiplayer Warcraft II games using Kali.

Bill Roper: *"After the first Warcraft and when we were talking about Warcraft II, there was an idea for about a week where we'd open another portal open and have the Orcs invade the modern-day world. We had this whole cut-scene we were talking about where it was going to be dragons and F-16s and firefights and stuff. And we were like, "Man, that's going to be weird. That's going to suck. That's not going to be Warcraft."*

Blizzard sold exclusive worldwide rights to develop, publish, and distribute console versions of the game to Electronic Arts. In 1997 Electronic Arts released Warcraft II: The Dark Saga for the Sony PlayStation and Sega Saturn, which combined the campaigns of Warcraft II: Tides of Darkness and Warcraft II: Beyond the Dark Portal. The Dark Saga also allowed players to automate upgrade of buildings and production of units, and to select more troops at once, facilities that were not extended to the DOS and Mac versions.

Warcraft II: Tides of Darkness earned enthusiastic reviews, elevating Blizzard to the elite along with Westwood Studios, id Software and LucasArts. The rivalry between Blizzard's series and Westwood Studios' Command & Conquer series fueled the RTS boom of the late 1990s.

GameSpot was pleased that the ports of the consoles PlayStation and Saturn, combining Warcraft II: Tides of Darkness and Warcraft II: Beyond the Dark Portal, are practically identical. Reviewers in GameSpot for the PS and Saturn suggested that players with PCs should not buy the console versions, but recommended the game to those who use only consoles. Absolute PlayStation and Electronic Gaming Monthly omitted comparisons with the PC and praised the console versions. Sega Saturn Magazine gave the Saturn version a 91%, calling it *"a highly enjoyable and compelling strategy warfare game"* and praising it as superior to the PC original.

Absolute PlayStation, Sega Saturn Magazine, and Electronic Gaming Monthly commented that the console versions have no multiplayer capability, but were impressed with the number of campaign and skirmish maps. The two GameSpot reviews noted that, while most campaign missions follow the *"resource, build, destroy"* pattern, some have other objectives.

Absolute PlayStation and Electronic Gaming Monthly regarded the console buttons easy to use.

4.5

J

Wara² Wars: Gekitou! Daigundan Battle

Developer	Shoeisha
Publisher	Shoeisha
Release date	(jp) May 23, 1997
Genre	Strategy
Mode	1 Player

Wara² Wars: Gekitou! Daigundan Battle is a strategy simulation game for the Sega Saturn. Players can choose from 10 different factions; Knight, Gray, Ninja, Kangaroo, etc. and wage war. Defense, vitality and speed are the only 3 criteria that differentiate units.

Welcome House

6.2

Developer	HighwayStar
Publisher	Imagineer
Release date	(jp) June 13, 1997
Genre	Adventure
Mode	1 Player

Welcome House is an action adventure game in which the player controls Keaton Paxman. The game begins with Keaton driving his car up to his Uncle Parkinson's estate. As soon as he enter the house, he become trapped inside it.

Players have to explore the house and help Keaton escape using different objects to advance through it. The game use cartoon 3D graphics with alot of slapstick humor.

"psxdatacenter.com"

J

5.3

J P

Whizz

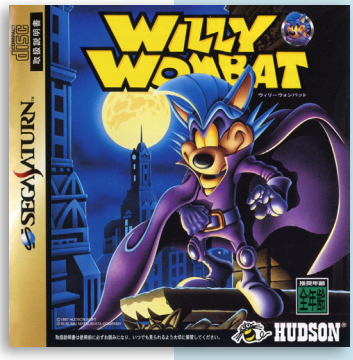
Developer	Microvalue, Flair Software
Publisher	Konami, (jp) Bandai Visual, B-Factory
Release date	(jp) August 29, 1997
Genre	Platformer
Mode	1 Player

Whizz is one of the few 3D platformers to use an isometric viewpoint. The controls reflect this, with moving the controller to the right actually moving the character down and right, moving it down and right moving the character down directly, and so on. Each level is played out against a time limit, and the paths through the level aren't always clear-cut. There are four different types of doors, each of which needs a particular icon to pass.

"mobygames.com"

Willy Wombat

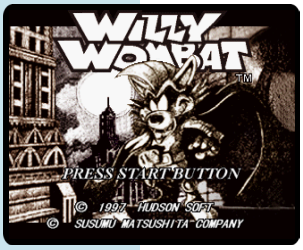
6.7



Developer	Westone
Publisher	Hudson Soft
Release date	(jp) June 27, 1997
Genre	Action-platformer
Mode	1 Player

An early example of cel-shading Willy Wombat was a Japan only 3D action platformer. Willy's goals throughout the stages are to collect gems, keys, power balls, and survive the enemies and puzzles.

Willy Wombat's existence forced Naughty Dog to change the name of their title character to "Crash Bandicoot", but whereas Crash Bandicoot were a massive success for the PlayStation during the mid-to-late 90s, Willy Wombat saw a much more muted response.



J

Wing Arms

6.8

J N P

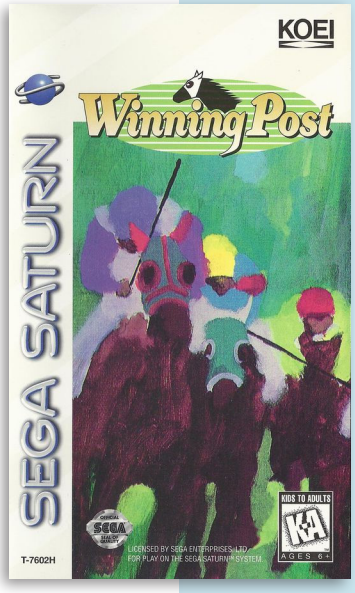
Developer	Bell Corp., Jitensha, T's Music, Sega CS
Publisher	Sega
Release date	(jp) September 29, 1995
Genre	Action, Simulator
Mode	1 Player

Wing Arms is a 1995 mission based Flight simulator game taking place some time after World War II in an alternate chain of events. Players choose one of seven different Allied and Axis fighter planes and are assigned to six seek and destroy missions against a large, equally unified squadron and naval force. It is an arcade style flight simulator, as the physics are simplified for the sake of playability; the planes do not stall when traveling under stalling speeds and planes do not crash against water and other surfaces when descending from high altitudes. It was one of the first games to be developed using the Sega Graphics Library operating system.

Players start immediately by choosing the plane they wish to pilot. From there, their missions start with a quick briefing from the aircraft carrier's admiral via radio. Players must accomplish a particular goal in order to progress, particularly destroying a certain number of plane targets or destroying a particular base, ship or fortification.

The four reviewers of Electronic Gaming Monthly each expressed different opinions of what Wing Arms's strong points and drawbacks are, but all but one agreed that it was an overall excellent flight simulator.

Winning Post



7.3

Developer	Koei
Publisher	Koei
Release date	(jp) March 22, 1996
Genre	Simulation, Sports
Mode	1 Player

Winning Post 2 is a Sega Saturn sequel to Winning Post. In North America this game is also known as Winning Post as the original Mega CD game was not released there.

The gameplay consists of choosing options before races, such as choosing which horses to train and what regiment they undertake, view stats, hire personnel and place bets. However the player has no controls over races and only view as a spectator.

J N

Winning Post 2 Final ‘97

7.0

Developer	Koei
Publisher	Koei
Release date	(jp) October 2, 1997
Genre	Simulation, Sports
Mode	1 Player

Winning Post 2 Final ‘97 is the 1997 update to Winning Post 2, and the third game in the popular thoroughbred horse racing management and horse breeding simulator series. Players raise horses, maintain strong bloodlines and put their steeds to the track for winnings, sport and the vibrant roar of the crowd.

J

“l4c3k@psxplanet.ru”

Winning Post 2 Program ‘96

7.5

Developer	Koei
Publisher	Koei
Release date	(jp) October 4, 1996
Genre	Simulation, Sports
Mode	1 Player

Winning Post 2 Program ‘96 is the first update to Winning Post 2. The game features lots of different horses breeds to choose, train and take them to the races and win prizes. The player can choose all the employees and choose what horse will be on his stables, etc. All the stats are updated to the year 1996.

J

“l4c3k@psxplanet.ru”

Winning Post 3

7.6

J

Developer Koei
Publisher Koei
Release date (jp) April 2, 1998
Genre Simulation, Sports
Mode 1 Player

Winning Post 3 is the thirth game in the well know thoroughbred horse racing management and horse breeding simulator series for the Playstation and Saturn. Players raise horses, maintain strong bloodlines and put their steeds to the track.

“psxdatacenter.com”

Winning Post 3 Program ‘98

7.7

Developer Koei
Publisher Koei
Release date (jp) December 3, 1998
Genre Simulation, Sports
Mode 1 Player

Winning Post 3 - Program ‘98 is an updated version of Winning Post 3 featuring the data of the 1998 season.

J

“psxdatacenter.com”

Winning Post EX

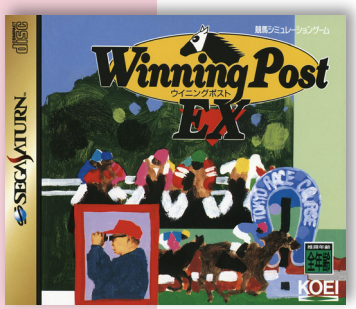
6.7

J

Developer Koei
Publisher Koei
Release date (jp) August 11, 1995
Genre Simulation, Sports
Mode 1 Player

In this entry of Winning Post, players once again raise horses, maintain strong bloodlines and put their steeds to the track for winnings, sport and the vibrant roar of the crowd.

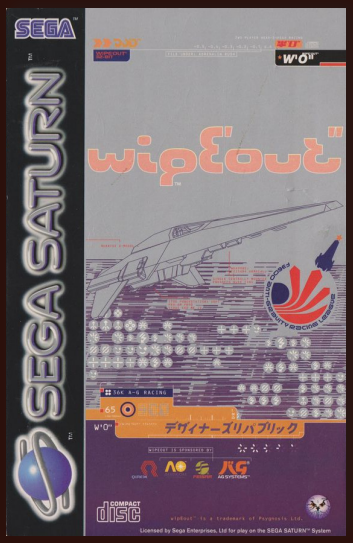
The game features several different horses breeds to choose, train and take them to the races and win prizes. The player can choose employees and what horse will be in the stables, etc.

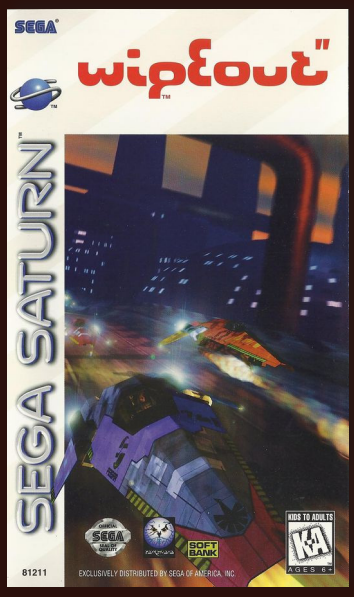


“psxdatacenter.com”

Wipeout

8.4





JNP

Developer	Psygnosis, Tantalus, Perfect Entertainment
Publisher	Psygnosis, (us) Sega, (jp) Soft Bank
Release date	(eu) March 29, 1996
Genre	Racing
Mode	1 Player

Wipeout (stylised as wipE'out") is a futuristic racing game developed and published by Psygnosis. It is the first game in the Wipeout series. It was originally released in 1995 for PlayStation and PCs running MS-DOS, and in 1996 for Sega Saturn, being a launch title for the PlayStation in Europe.

Wipeout is a racing game that is set in 2052, where players compete in the F3600 anti-gravity racing league. The game allows the player to pilot one of a selection of craft in races on several different tracks. There are four racing teams to choose from, and two ships for each team. Each ship has its distinct characteristics of acceleration, top speed, mass, and turning radius. By piloting their craft over power-up pads found on the tracks, the player can pick up various weapons and power-ups such as shields, turbo boosts, mines, shock waves, rockets, or missiles. The power-ups allow the player to either protect their craft or disrupt the competitors' craft.

There are seven race tracks in the game, six of them located in futuristic versions of countries such as Canada, United States and Japan. After all tracks have been completed on the highest difficulty, a hidden track set on Mars is unlocked.

Wipeout was developed and published by Liverpudlian developer Psygnosis, with production starting in the second half of 1994. According to Lee Carus, one of the artists, Wipeout took 14 months to develop, and the concept began as a conversation between Nick Burcombe and Jim Bowers at a pub in Oxton, Merseyside. Bowers then started on a concept film which was shown around Psygnosis' offices. It proved popular, and Wipeout was approved and production began. The marketing and artwork were designed by Keith Hopwood and The Designers Republic in Sheffield. Aimed at a fashionable, club-going, music-buying audience, Keith Hopwood and The Designers Republic created art for the packaging, in-game branding, and other promotional materials. An early beta version appeared in the teen cult film Hackers (1995), in which both protagonists were playing the game in a nightclub.

The team was under pressure, as it consisted of around ten people, and they were on a tight schedule. Carus stated that the code had to be rewritten three quarters of the way through development, and

that the team was confident that they could complete the game on time. The vehicle designs were based on Matrix Marauders, a 3D grid-based strategy game whose concept was developed by Bowers and released for the Amiga in 1994. Burcombe, the game's future designer, was inspired to create a racing game using the same types of 'anti-gravity' vehicles from SoftImage's animation of two ships racing. The name "Wipeout" was given to the game during a pub conversation, and was inspired by the instrumental song Wipe Out by The Surfaris. Designing the tracks proved to be difficult due to the lack of draw distance possible on the system. Players received completely random weapons, resembling Super Mario Kart in their capability to stall rather than destroy opponents. Burcombe said that Wipeout was influenced by Super Mario Kart more than any other game.

Wipeout gained a significant amount of controversy on its initial release. A marketing campaign created and launched by Keith Hopwood and The Designers Republic included an infamous promotional poster, featuring a bloodstained television and radio presenter Sara Cox, which was accused by some of depicting a drug overdose. Next Generation printed the ad with the blood erased; the magazine staff explained that not only had they been under pressure from newsstand retailers about violent imagery in games magazines, but they themselves felt the blood added nothing to the ad other than shock value. The poster branded Wipeout "a dangerous game", with Wipeout's lead artist Neil Thompson suggesting—and designer Nick Burcome denying—that the "E" in Wipeout stood for ecstasy.

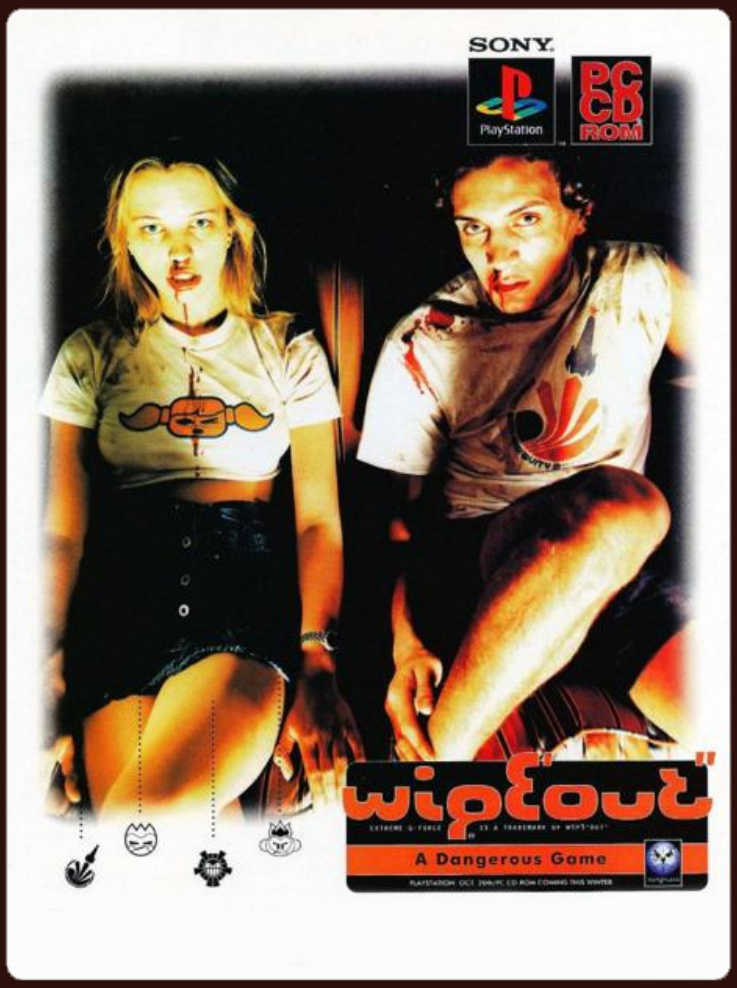
Wipeout was first released alongside the PlayStation in Europe in September 1995. It was the PlayStation's best-selling launch title in Europe. In November 1995, it was released in the United States. The game went to number one in the all format charts, with over 1.5 million units of the franchise having been sold to date throughout Europe and North America.

Wipeout arrived late on the Saturn. Despite having been rushed for its PlayStation release and therefore lacking many planned features, the Saturn conversion is a straight port of the PlayStation game, albeit one that runs at a slower frame rate (20FPS vs. 30FPS). Because the company behind the PlayStation, Sony, owned the applicable rights to most of the PlayStation version's soundtrack, new music was recorded for the Saturn version by Psygnosis's in-house music team, CoLD SToRAGE.

Some textures were replaced in the conversion, with Psygnosis banners being replaced with adverts for Tantalus, and PlayStation logos with adverts for Krazy Ivan (which incidentally would not reach the Saturn until mid-1997). Some semi-transparent sprites are omitted, not because the team couldn't get them to work on the Saturn, but because their process took nine times longer than non-transparent alternatives.

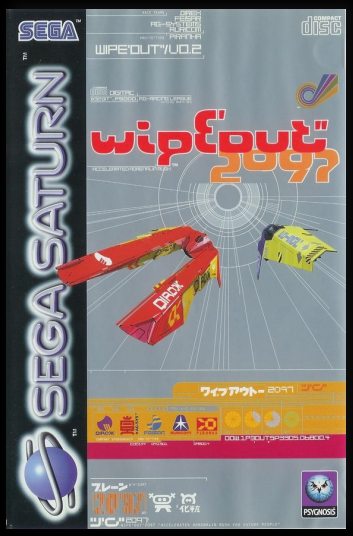
The PlayStation version of Wipeout supports the console's Link Cable, allowing two machines to be directly connected together for multiplayer modes. While Taisen Cable support was considered, the technology was not widely understood and was scrapped due to Psygnosis' demands for a release prior to March 1996 (reportedly so it could be counted as part of the 1995/1996 financial year). Taisen Cable support would not be seen in games until the Japanese release of Hyper 3D Taisen Battle Gebockers in Februrary 1996.

Performance would be largely rectified in the sequel, Wipeout 2097.



Wipeout 2097

7.8



J P

Developer	Psygnosis, Tantalus, Perfect Entertainment
Publisher	Psygnosis, (jp) Game Bank
Release date	(eu) September, 1997
Genre	Racing
Mode	1 Player

Wipeout 2097 (also known as Wipeout XL) is the second instalment released in the Wipeout series, and is the direct sequel of the original game released the previous year. .

Whereas the original game introduced the F3600 anti-gravity racing league in 2052, Wipeout 2097 is set over four decades later and introduces the player to the much faster, more competitive, and more dangerous F5000 AG racing league. The game introduced a new damage interface and new weapons and tracks. The Sega Saturn version supported analogue control by using its 3D Control Pad, whereas the PlayStation version supported analogue control only through using the optional Negcon twist controller.

Gameplay does not differ much from the previous title. Aside from the different circuits and new weapons, the fundamental aspects were kept. Pilots race each other or computer-controlled A.I. opponents to finish in the highest position possible.

As with the first instalment, Wipeout 2097 was developed by Liverpudlian developer Psygnosis and the promotional art was designed by Sheffield-based The Designers Republic. The development cycle ran seven months. To cater for the increase in Wipeout players, an easier learning curve was introduced whilst keeping the difficulty at top end for the experienced gamers. The game was originally intended as a tracks add-on for the original Wipeout. No sequel had been planned, but Andy Satterthwaite (who worked on the MS-DOS version of the original) was asked by Psygnosis to apply for the role “internal producer”. He did, and during the interview, asked to do a sequel to Wipeout, but instead ended up developing extra tracks. The add-on was titled Wipeout 2097 because Psygnosis did not want to give the impression that it was a full sequel. In the United States, it went by the name of Wipeout XL because it was felt that American players would not understand the concept of the game being set a century in the future. The American title was originally to be Wipeout XS (for “Excess”), but it was pointed out that XS could also stand for “extra small”. Satterthwaite ended up with a team of two coders (two of who were new), six artists, and Nick Burcombe.

Burcombe wanted to improve on the original’s ship handling and introduce a new weapon, which led to new power-up ideas. Westcott said that it was a collaboration between the areas because of the strict deadline. The gameplay change that had most interest was what happened to ships that hit track edges. That ships stopped immediately in the original game was considered too harsh. It was desired that ships scraped the edges instead, and this took longer than expected to develop.

Like its predecessor, the Saturn version of Wipeout 2097 lacks the licensed music heard in the PlayStation version of the game, instead being composed entirely by Psygnosis’ house band, Cold Storage. It runs at a slightly lower resolution and lacks the transparency effects seen in the PlayStation version, but otherwise retains all the features of its sibling. Loading times are also quicker on the Saturn.

With You: Mitsumete Itai

7.6

J

Developer	Cocktail Soft, Stack
Publisher	NEC InterChannel
Release date	(jp) July 29, 1999
Genre	Simulation
Mode	1 Player

With You: Mitsumete Itai is a usual dating sim adventure game with static graphics, in which the game advances as the player chooses what to do from a list of possible actions.

The plot of the game revolve around a man and a woman who sealed into two jewels.

Wizard's Harmony

6.4

J

Developer	Arc System Works
Publisher	Arc System Works
Release date	(jp) December 29, 1995
Genre	Simulation
Mode	1 Player

Wizard's Harmony is a visual novel for the Saturn from Arc System Works.

The game revolves around Rufus Craoun, who participates in club activities at the Wizard Academy. The player have to hire faculty members to keep the academy going, but also make sure to pass the exams presented three times a year.

"playstation.com"

Wizard's Harmony 2

6.8

J

Developer	Arc System Works
Publisher	Arc System Works
Release date	(jp) December 23, 1997
Genre	Simulation
Mode	1 Player

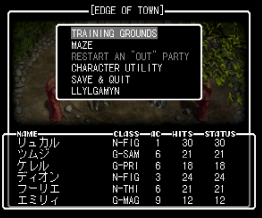
In this game, players take the role of an energetic young man who participates in club activities at the "Wizard's Academy". But all of a sudden all the other members quit because of a big mistake made by the protagonist in an experiment. The student council, which has never been fond of the club, takes this chance and plans to abolish the club unless the player can complete the tasks listed out by them.

"playstation.com"

Wizardry Llylgamyn Saga

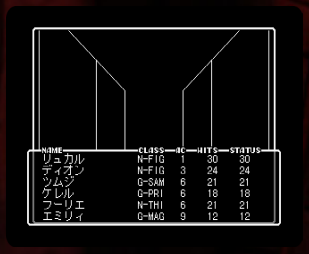
8.1

Developer	Soliton Software
Publisher	Locus
Release date	(jp) November 26, 1998
Genre	Compilation
Mode	1 Player



Wizardry: Llylgamyn Saga is a remake of the first three Wizardry games: Proving Grounds of the Mad Overlord, Knight of Diamonds, and Legacy of Llylgamyn. As in the original games, the player can create characters choosing from five races and eight classes, and level them up by exploring the maze and fighting monsters, finding and buying items in process.

Monster graphics have been updated, and dungeons have been given textures, but the player can also opt for original graphics with wireframe dungeons. An auto-mapping feature has been added. The player can also transfer characters between the three scenarios.

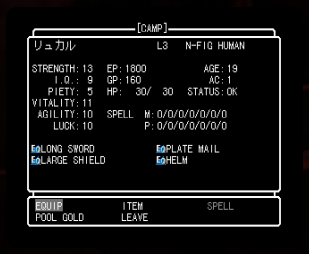


Wizardry: Proving Grounds of the Mad Overlord

The first Wizardry was one of the original dungeon-crawling role-playing games, and stands along with Ultima and Might & Magic as one of the defining staples of the genre. It was developed by Andrew Greenberg and Robert Woodhead. The game pit a group of adventurers against the evil wizard, Werdna, in a quest for an amulet that they must retrieve for Trebor, the Mad Overlord.

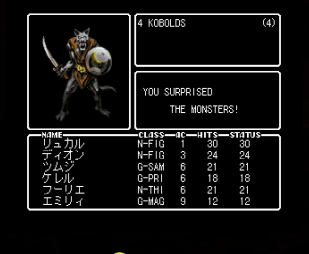
Wizardry II: The Knight of Diamonds

The game is an early example of an expansion pack, requiring the player to have the original Wizardry installed to play. The game begins with the city of Llylgamyn under siege. Llylgamyn's rulers have been killed, and the city's only hope is for the recovery of the staff of Gnilda, only obtainable from trading the mystic "Knight of Diamonds" armor from the legendary Knight of Diamonds to fend off the invaders. The game functions virtually identically to the first scenario, with the player guiding a party of up to six adventurers into a 6 level dungeon. The original version required players to import characters from the first game. Unlike the first scenario, where half of the levels had no purpose plot-wise and could be skipped if the player wished, exploration all of the levels in Knight of Diamonds is necessary to complete the game.



Wizardry III: Legacy of Llylgamyn

A generation has passed since the band of adventurers reclaimed the Staff of Gnilda and the armor of the Knight of Diamonds, and the land has been at peace. But now nature itself seems to be attacking the land of Llylgamyn, as earthquakes and tidal waves ravage the land. The Sages believe the Orb of Scrying is the city's salvation, but it is guarded by the dragon L'kbreth. A band of explorers must once again venture forth in search of the Orb.

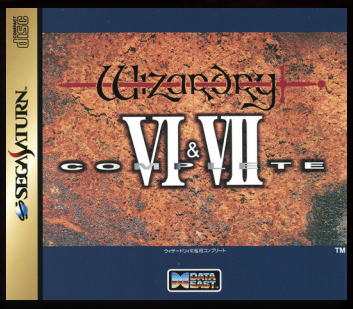


Like its two predecessors, it is a first-person dungeon-crawling role-playing game in which the player assembles a party of up to six characters and explores a large maze-like dungeon, fighting randomly appearing enemies in turn-based combat and occasionally returning to the game's only town to rest, buy supplies, and outfit the characters.

"mobygames.com"

Wizardry VI & VII Complete

6.3



Developer	Data East
Publisher	Data East
Release date	(jp) May 31, 1996
Genre	Compilation
Mode	1 Player

Wizardry VI & VII Complete is a compilation for the Sega Saturn containing the RPGs Wizardry VI: Bane of the Cosmic Forge and Wizardry VII: Crusaders of the Dark Savant from the long-running Wizardry franchise. This compilation was only released for the Sega Saturn in Japan.

The player can opt to start any of the two games from the main menu, using a common custom-made party or creating every character from scratch. The difficulty level has been drastically reduced for both games. On the other hand, the amount of random enemy encounters is noticeably higher. Several gameplay elements have been simplified: for example, simply passing near a secret button prompts a text message; the absence of text input makes many puzzles much easier, merely requiring the player to choose the correct answer among several available ones, possibly through guesswork; there are no topics to discuss with the NPCs; mechanics such as traps and chest opening are simplified, etc.

Both games have polygonal 3D graphics, as opposed to the pseudo-3D locations of the original releases. Despite the new visuals, the layouts of the areas remain largely identical. Unlike the PlayStation version of Crusaders of the Dark Savant, this release retains the hand-drawn 2D portraits for enemies and NPCs for both titles. There is also a full soundtrack for Bane of the Cosmic Forge, which was not present in the earlier version.

Wizardry VI: Bane of the Cosmic Forge

The sixth game of the Wizardry series of fantasy roleplaying games sends a fresh party of adventurers on a quest to rediscover the Cosmic Forge, a pen said to make real anything that was written with it. Although based upon previous games in the series, David Bradley completely rewrote the system for this release. This was the first game in the series to feature full color graphics. It was also one of the few games in the Wizardry series that would not allow characters to be imported from previous games. The character creation and level-up process was more detailed than in previous releases. The player can choose from eleven races and fourteen professions There are multiple skills divided into three categories, and magic is divided into six schools. Combat also allowed several different options, such as thrust or bash, depending on the weapon selected.

Wizardry VII: Crusaders of the Dark Savant

The story picks up where its predecessor left off. The recovery and subsequent theft of the magical artifact known as the Cosmic Forge in Wizardry VI: Bane of the Cosmic Forge has revealed the planet Guardia, the hiding place of another power artifact, the Astral Dominae. Multiple factions have converged on Guardia attempting to locate this artifact, including a party of adventurers controlled by the player, and the principal adversary, the eponymous Dark Savant.

"mobygames.com"

5.8

Wizardry Nemesis

Developer	Sir-Tech, Shouei System
Publisher	Shouei System
Release date	(jp) January 22, 1998
Genre	Adventure
Mode	1 Player

Wizardry Nemesis, also known as Nemesis: The Wizardry Adventure, is a spin-off of the Wizardry RPG franchise. Nemesis is an adventure game which heavily relies on pre-rendered CGI, and aside from its title, has very little to do with the RPGs in the series.

Players start off as a simple woodsman, who gets attacked by a "shadow creature". The creature grabs him with its talons, and begins to fly away with him. Fortunately, there Rian the druid is nearby who witnesses the attack. Using his magical powers, he strikes at the creature, and is successful in freeing the woodsman from it's clutches. The next thing he know, he have woken up in the Rian's chambers in a village called Galican. From there on, the players are on their own.

The game is a hybrid that incorporates elements of both puzzle-solving adventure and role-playing. The game is viewed from first-person perspective, with locations represented by pre-rendered background images, similarly to Myst, though with animation during movement. A point-and-click interface is used to interact with the environment, talk to characters, and manipulate objects in order to solve puzzles.

The RPG element is much lighter than in the main Wizardry series. The hero starts with pre-determined statistics, but his weapon skills can be developed by equipping and continuously using the same type of weapon in combat. The hero also learns magical spells during the course of the game. Combat occurs in real time, as the player has to quickly select commands and click on the enemy in order to perform attacks.

The Saturn version of the game stands as the only console port, and was only released in Japan. The spoken dialogue however is still in English.

"mobygames.com"

8.2

World Advanced Daisenryaku: Sakusen File

Developer	Sega CS1
Publisher	Sega
Release date	(jp) March 15, 1996
Genre	Strategy, Simulation
Mode	1-5 Players

World Advanced Daisenryaku: Sakusen File is an entry in the Daisenryaku series released for the Sega Saturn. The game plays similar to Iron Storm.

7.3

World Cup ‘98 France: Road to Win

J

Developer	Sega
Publisher	Sega
Release date	(jp) June 11, 1998
Genre	Sports
Mode	1-4 Players

World Cup ‘98 France: Road to Win, not to be confused with FIFA Road to World Cup 98, recycles its core engine and much of its content from earlier Sega-published soccer games, particularly Sega Worldwide Soccer 98. The primary difference is that this one is a licensed product, being endorsed by both the Japan Football Association and FIFA, therefore allowing real teams and players.

“segaretro.org”

Wolf Fang SS Kuuga 2001

5.8

J

Developer	Tsuji Jimusho
Publisher	Xing
Release date	(jp) March 28, 1997
Genre	Run and gun
Mode	1-2 Players

Fang SS Kuuga 2001 is a shoot-’em-up game for the ported from a 1991 arcade game, Rohga: Armor Force.

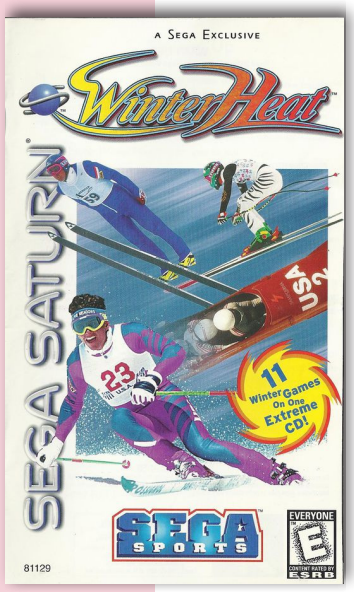
The game is an unusual scrolling horizontal shooter. Because the players control a mech, the players can hover against slanted walls in the back ground and occasionally land on higher platforms. Players are set with controls similar to a platformer as they face whichever horizontal direction they choose. Players can also move and aim their gun in different directions.

8.1

Winter Heat

J N P

Developer	Sega AM3, Data East
Publisher	Sega
Release date	(jp) February 5, 1998
Genre	Sports
Mode	1-4 Players



Winter Heat is the home conversion of the DecAthlete, also known as Athlete Kings. Competition includes 11 events featuring eight athletes of different nationalities.

The game is a typical Winter-sports game, in the line of those released by Epyx but with a more arcade feel. The events include: Speed Skiing, Ski Jumping, Downhill, Short Track Speed Skating, Skeleton, Slalom, Aerial, Bobsleigh, Speed Skating, Snowboard, and Cross Country.

“mobygames.com”

CHOOSE YO

Forget fighting in the streets, forget combat with other mortals, if you want to experience a real head to head challenge full of gut wrenching, nerve shredding tension, then take on the best in the world of golf in World Cup Golf.

World Cup Golf is an amazingly accurate simulation specifically designed for CD formats. Utilising full motion video images rendered on Silicon Graphics machines it plays better than it looks and it looks brilliant.

Offering every conceivable competition format, hole by hole fly-bys, computer controlled opponents with "artificial intelligence" and better practice facilities than the Open, World Cup Golf has everything in the bag for the serious arm chair golfer.

UR WEAPON

WORLD CUP GOLF

U.S. GOLD

ARC DEVELOPMENTS

SEGA SATURN

PlayStation™

© 1994/1995 Arc Developments. All rights reserved. © 1994/1995 U.S. Gold Ltd. Published by U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham, B6 7AX. Tel: 0121 625 3366. U.S. Gold is a registered trademark of U.S. Gold Ltd.
" " and "PlayStation" are trademarks of Sony Computer Entertainment Inc.
SEGA and SEGA SATURN are trademarks of SEGA ENTERPRISES, Ltd.

5.8

Wonder 3 Arcade Gears

Developer	Xing
Publisher	Xing
Release date	(jp) March 5, 1998
Genre	Compilation
Mode	1-2 Players

Wonder 3 Arcade Gears is a Sega Saturn conversion of a 1991 arcade game by Capcom, Wonder 3 (known as Three Wonders outside of Japan). It includes three games; Roosters, Chariot and Donburu. This Saturn version came with a free Gamest Gears magazine.

J

Midnight Wanderers: Quest for the Chariot

Midnight Wanderers (Roosters in the Japanese version) is a run-and-gun game. The player walks along side-scrolling stages while shooting enemies with a bow. The player can grab power-ups such as stronger shot, or a companion that follows the avatar and shoots. The gameplay is very similar to Ghosts 'N Goblins, made by the same developer. If the avatar gets hit he loses his clothes and will walk in his underwear in the same way.

Chariot: Adventure Through The Sky

Chariot is a shoot-em-up similar to Gradius. The player shoot enemies on a vertically scrolling screen, collect power-ups and fight end bosses. The player collects power-ups such as three-way shot, stronger laser, extra points, bombs and shields. The end bosses are themed after the classic elements, like the wind, the Moon, the sun, etc.

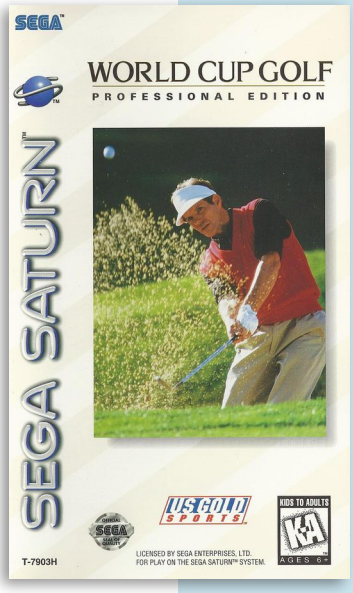
Don't Pull

Don't Pull is essentially a polished and updated version of Pengo. In this single screen game, the player plays as a bunny or chipmunk walking through a maze full of enemies. The player can push the blocks of the maze to crush the enemies. If a tile that is pushed is blocked by another tile, it is crushed and clears the way through the maze. There also are special blocks, for example a block with a bomb icon, that explodes and stuns any nearby enemies.

"mobygames.com"

World Cup Golf: Professional Edition

5.7



Developer	Arc Developments
Publisher	U.S. Gold, (jp) Soft Vision
Release date	(eu) February, 1996
Genre	Sports
Mode	1-2 Players

World Cup Golf takes the player to Puerto Rico's own Hyatt Dorado Beach Golf Course as they can choose from a bevy of fictional golfers or create their own in 18 rounds of golf. There are 15 types of tournaments to choose from including skins, medal and stableford to name a few. Players can also practice their swing on the driving range.

"mobygames.com"

J N P

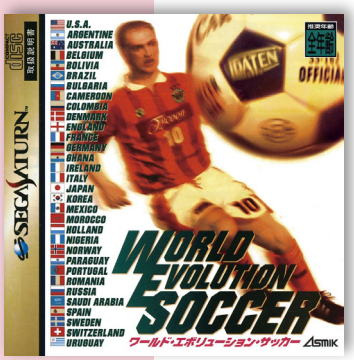
World Evolution Soccer

4.9

J

Developer	Jack Pot
Publisher	Asmik
Release date	(jp) June 27, 1997
Genre	Sports
Mode	1-4 Players

World Evolution Soccer is a soccer game released exclusively in Japan for the Sega Saturn. Game modes include; Exhibition, Worldmode, Partygame, and Edit mode.



World Heroes Perfect

6.7

Developer	ADK, SNK
Publisher	SNK
Release date	(jp) August 9, 1996
Genre	Fighting
Mode	1-2 Players

World Heroes Perfect was originally released for the Neo Geo MVS arcade cabinet in 1995. It is the fourth and final title of the World Heroes series.

All sixteen fighters from previous games return for another tournament. New features include: An attack mode where players must use all four buttons to attack the opponent. A power bar which grants special abilities unique to each character. And three secret characters to choose from, including a new character.

J

World League Soccer '98

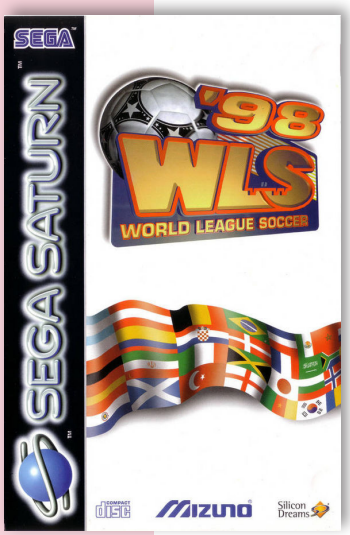
9.4

P

Developer	Silicon Dreams
Publisher	Sega
Release date	(jp) June 5, 1998
Genre	Sports
Mode	1-2 Players

WLS 98 features over 200 teams and 14 stadiums (with six different surface types, which can affect ball physics and thus game speed), with Peter Brackley and Ray Wilkins providing the commentary. The game has no official licenses from any football governing body, so cannot use the real names of club teams. Likewise player names are only "similar" to their real-life counterparts, but a secret option exists to convert all the fake names to their real-life counterparts

"segaretro.org"



World Series Baseball

7.6

J N P

Developer	Sega
Publisher	Sega
Release date	(jp) November 17, 1995
Genre	Sports
Mode	1-2 Players

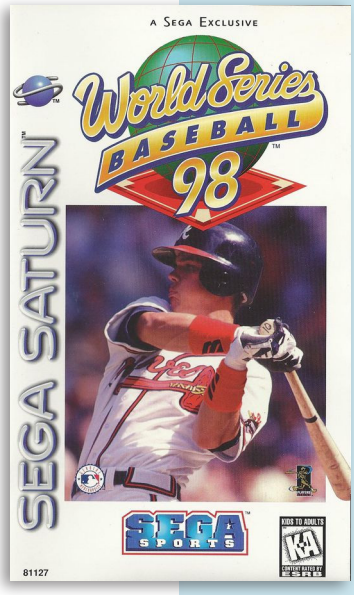
World Series Baseball for the Sega Saturn is part of the World Series Baseball franchise. The game is unrelated to the Mega Drive and Game Gear games of the same name - it is a another entry, despite not having a brand new name, which takes advantage of the system’s 3D graphics.

It is known as Hideo Nomo World Series Baseball in Japan, possibly to make this distinction, being sponsored by Hideo Nomo.

“segaretro.org”

World Series Baseball ‘98

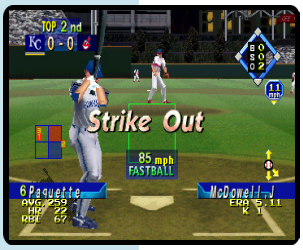
9.4



Developer	Sega
Publisher	Sega
Release date	(us) July 16, 1997
Genre	Sports
Mode	1-2 Players

World Series Baseball ‘98 for the Sega Saturn is a sequel to World Series Baseball II and was released exclusively in North America and South Korea. It should not be confused with the Mega Drive version.

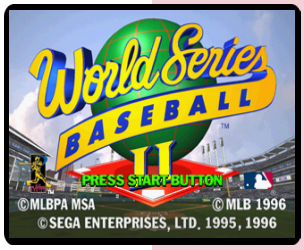
The game features an updated graphics engine compared to the previous installment, giving it more realistic visuals, including animations of the major batters, pitch’s wind-ups and batting stances. There are also several camera angles to choose from.



N

World Series Baseball II

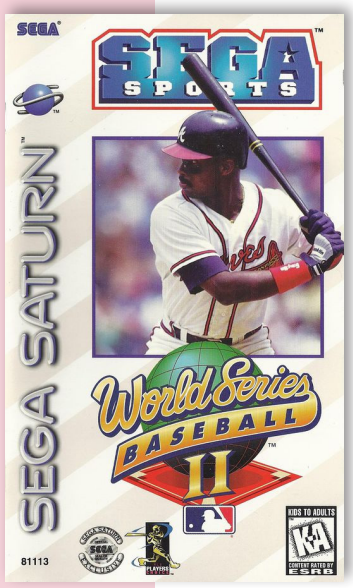
7.6

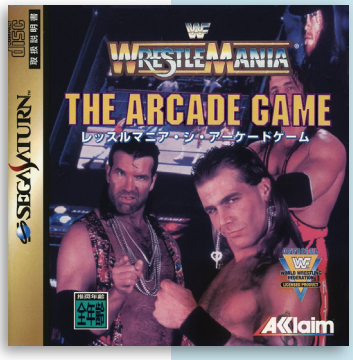


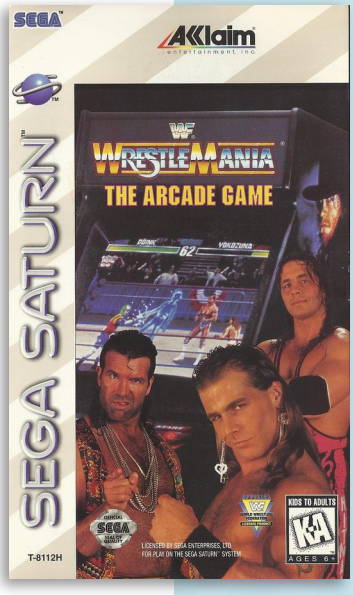
J N P

Developer	Sega
Publisher	Sega
Release date	(us) August 24, 1996
Genre	Sports
Mode	1-2 Players

The game feature 28 Major League teams with 700 Major League players. Players also have the option to play as one of the 1998 expansion teams - Arizona Diamondbacks or Tampa Bay Devil Rays. As the season progresses, 12 statistical categories are tracked. The game also feature play-by-play announcing.







WWF WrestleMania: The Arcade Game

7.7

Developer	Sculptured Software, The Black Team
Publisher	Acclaim
Release date	(us) March, 1996
Genre	Sports
Mode	1-2 Players

WWF WrestleMania: The Arcade Game is a 1995 wrestling game originally developed by Midway for the arcades. Unlike most wrestling games, WrestleMania is a one-on-one versus fighter, similar to the likes of Mortal Kombat. Multi-player game modes include Head to Head and Cooperative. Commentary is provided by Vince McMahon and Jerry Lawler, who can be seen sitting in the background at the announcers table.

Playable characters are: Bam Bam Bigelow, Bret Hart, Doink the Clown, Lex Luger, Razor Ramon, Shawn Michaels, The Undertaker and Yokozuna.

The Saturn version is graphically similar to the arcade version, although not as sharp and the sprites are slightly smaller. There is no in-game music. Loading time is increased, this includes when loading the next character in a Battle Royal.

"segaretro.org"

J N P

4.8

WWF In Your House

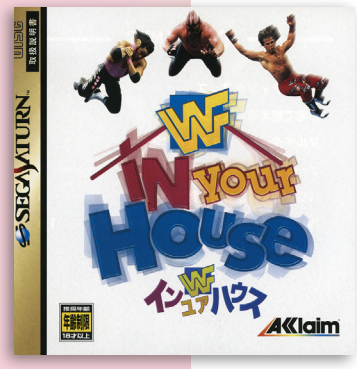
J N P

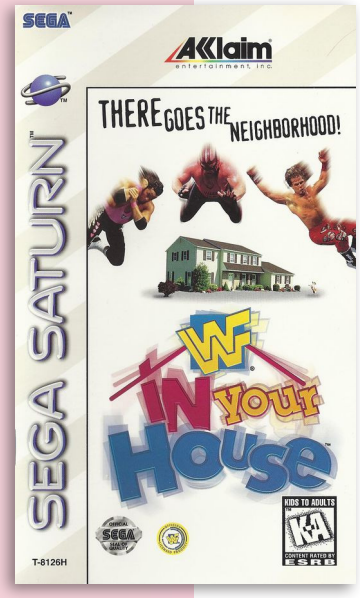
Developer	Sculptured Software
Publisher	Acclaim
Release date	(eu) November 8, 1996
Genre	Sports
Mode	1-4 Players

Like WrestleMania: The Arcade Game, In Your House is more akin to a traditional versus fighting game, where the goal is to simply drain the opponent's life bar as opposed to trying to pin them until counted out by a referee. Unlike its predecessor, In Your House did not start as an arcade game - it was built specifically for home systems, with little or no input from Midway Games.

The 10 playable wrestlers in the game include Bret Hart, The Undertaker, and Shawn Michaels (all holdovers from WrestleMania), as well as new additions Owen Hart, The British Bulldog, Goldust, Ahmed Johnson, and Hunter Hearst Helmsley (who would all return for 1998's WWF WarZone), plus Vader & The Ultimate Warrior.

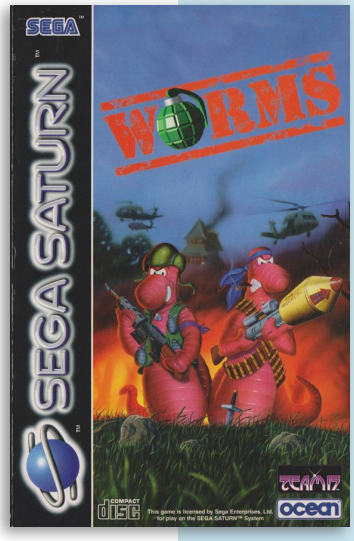
It was not as well received by critics. Some strong points are the enhanced graphics and the addition of a 4 player mode.





8.0

Worms



J N P

Developer	Team 17
Publisher	Ocean, (jp) I'MAX
Release date	(us) April, 1996
Genre	Strategy
Mode	1-16 Players

Worms is a 2D artillery tactical video game developed by Team17 and first released in 1995 for the Amiga. It is the first game in the Worms series of video games. Players controls a team of worms against other teams of worms that are controlled by either a computer or human opponent. The aim is to use various weapons to kill the worms on the other teams and have the last surviving worm(s).

The game is similar to other early games in the genre such as Scorched Earth. Each player controls a team of several worms. During the course of the game, players take turns selecting one of their worms. They then use whatever tools and weapons are available to attack and kill the opponents' worms, thereby winning the game. Worms may move around the terrain in a variety of ways, normally by walking and jumping but also by using particular tools such as the "Bungee" and "Ninja Rope", to move to otherwise inaccessible areas. Each turn is time-limited to ensure that players do not hold up the game with excessive thinking or moving.

Over fifty weapons and tools may be available each time a game is played, and differing selections of weapons and tools can be saved into a "scheme" for easy selection in future games. Other scheme settings allow options such as deployment of reinforcement crates, from which additional weapons can be obtained, and sudden death where the game is rushed to a conclusion after a time limit expires.

The game was originally created by Andy Davidson as an entry for a Blitz BASIC programming competition run by the Amiga Format magazine, a cut-down version of the programming language having been covermounted previously. The game at this stage was called Total Wormage (possibly in reference to Total Carnage) and it did not win the competition. Davidson sent the game to several publishers with no success. He then took the game to the European Computer Trade Show, where he met with Mark Foreman – Head Games Buyer at GEM Distribution. Mark suggested to Andy that he should speak to Ocean/Team17 as they would be an ideal partner – they also had a stand at the show. Team17 made an offer on-the-spot to develop and publish the game.

During the development of Worms 2, Andy Davidson wrote Worms – The Director's Cut, a special edition produced exclusively for the AGA chipset Amiga. Only 5000 copies were ever sold.

The North American release of the PlayStation version was the subject of considerable negotiation, as Sony Computer Entertainment of America had a policy against 2D games being published for the console. The Sega Saturn version of the game was a straight port of the PlayStation version.

Worms sharply divided critics. Reviewing the Saturn version, Sega Saturn Magazine especially praised Worms's unexpected complexity and the fun of multiplayer mode, and called it *"Quite simply the most playable game to hit the Saturn so far."*

CONSOLE-TOI !

WORMS ENFIN SUR MEGADRIVE ET SATURN.

Après avoir rongé les PC jusqu'à la moelle, le jeu de l'année arrive sur ta console. Action et réflexion à gogo...
Les vers vous déclarent la guerre. Vous n'y échapperez pas.

SEGA SATURN

MEGA DRIVE

TEAM 17

ocean

© 1996 Team 17 Software limited. Sega, Mega Drive and Saturn are trademarks of Sega Enterprises, LTD. All rights reserved.

6.7

X Japan Virtual Shock 001

J

Developer Sega
Publisher Sega
Release date (jp) October 20, 1995
Genre Miscellaneous
Mode 1 Player

X Japan Virtual Shock 001 is a Sega Saturn game centred around Japanese metal band X Japan. The user is tasked with taking photos of band members to produce a small video, though as there is no way to fail, it is structured more like a movie than a game.

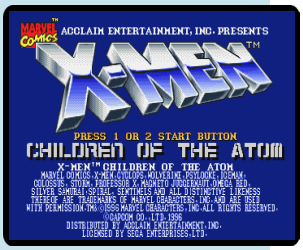
"segasaturn.org"

8.7

X-Men: Children of the Atom

J N P

Developer Rutubo Games
Publisher Capcom, Acclaim
Release date November 22, 1995
Genre Fighting
Mode 1-2 Players



X-Men: Children of the Atom is an arcade game that was produced by Capcom and released on the CP System II arcade hardware in 1994.

Based on the X-Men comic book, it is the first fighting game produced by Capcom using characters under license from Marvel Comics. Released around the time of the mid-1990s X-Men animated series, the game features voice actors from the series reprising their roles. The game's plot is based on the "Fatal Attractions" story from the comics - players control one of the X-Men or their enemies in their fight against the villain Magneto. They face each of the other characters in the game in best of three one-on-one fighting matches, before battling Juggernaut and then Magneto himself.

The gameplay has much in common with Capcom's previous fighting games, Super Street Fighter II Turbo and Darkstalkers. Children of the Atom adds a combo system that features long combos that can even be performed in mid-air. Also featured in the game are various tactical maneuvers, including the ability for characters to roll. Children of the Atom also introduced multi-tiered fighting environments in which the ground would crumble and characters would fall into lower parts of the level.

The home version of the game was originally a Sega Saturn exclusive. According to Tatsuya Minami, Capcom's senior manager of the Product Planning and Design Section, the biggest difficulty with converting the game to the Saturn was the memory restrictions. All three of the leading game consoles of the time (Saturn, PlayStation, and 3DO) had only 2 megabytes of RAM, while the arcade version of X-Men: Children of the Atom used 32 megabytes for character data alone. Because of this, a third of the animation frames had to be cut for the Saturn version.

Senken Kigyouden

6.0

Developer	Softstar Entertainment
Publisher	Softstar Entertainment
Release date	(jp) March 4, 1999
Genre	Role-playing
Mode	1 Player

Senken Kigyouden, or Xianjian Qixia Zhuan, is the first entry in the Chinese-made Legend of Sword and Fairy role-playing game series. The game is set in feudal China and features supernatural elements. Gameplay-wise, it is very close to Japanese RPGs. Players controls a party of heroes which they navigates through towns and maze-like dungeons, buying weapons and accessories and searching for treasure. Story progression is linear for the most part.

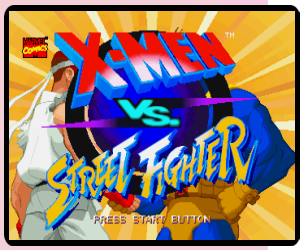
"mobygames.com"

J

X-Men vs. Street Fighter

8.7

Developer	Capcom
Publisher	Capcom
Release date	(jp) November 27, 1997
Genre	Fighting
Mode	1-2 Players



J

X-Men vs. Street Fighter is a crossover fighting game. It is Capcom's third fighting game to feature Marvel Comics characters, following X-Men: Children of the Atom and Marvel Super Heroes, and the first installment in the Marvel vs. Capcom series. As the title suggests, the game includes characters from Marvel's X-Men franchise and the cast from Capcom's Street Fighter series. Originally released as a coin-operated arcade game in 1996, it was eventually ported to the Sega Saturn in 1997 and the PlayStation in 1998.

The game features gameplay similar to Street Fighter, but incorporates dual-character selection and tag team-based combat. Each player selects two characters to compete in a one-on-one battle, attempting to defeat the opposing team. The players are given the ability to switch between their characters at any point during the match. The game also incorporates numerous elements from X-Men: Children of the Atom and Marvel Super Heroes.

The Sega Saturn port of X-Men vs. Street Fighter was the first and to this day most accurate home conversion of the game, with a rival PlayStation release arriving a year later. Unlike X-Men: Children of the Atom where the differences are relatively minor, the PlayStation of version of X-Men vs. Street Fighter strips out features such as tag-team battles, and extends the the one-round battles to a two-out-of-three round setup.

The Saturn conversion is able to achieve closer parity with the arcade version through its use of the 4MB Extended RAM Cartridge, which is required for the game to run. A side effect of this approach also means that loading times are shorter than on the PlayStation.

Yellow Brick Road

4.1

Developer	Synergy
Publisher	Acclaim Entertainment
Release date	(jp) August 30, 1996
Genre	Adventure
Mode	1 Player

Inspired by the The Wonderful Wizard of Oz Books, Yellow Brick Road concerns the player's attempt to thwart an invasion of the Emerald City by the Gnome King.

The game's structure is reminiscent of first-person adventures: players interacts with the environment and manipulates inventory items to proceed. The puzzles, however, are kept to a minimum, since combat occupies a significant portion of the game.

J

Yumimi Mix Remix

7.0

J

Developer	Game Arts
Publisher	Game Arts
Release date	(jp) July 28, 1995
Genre	Adventure
Mode	1 Player

Yumimi Mix Remix is a Sega Saturn re-release of the Mega-CD game, Yumimi Mix.

Though not based on a manga or anime, Yumimi Mix has characteristic anime-style plot and visuals, and is built like an interactive cartoon movie with animation and voice-overs. The player is sometimes prompted to select an action or a response from a pop-up menu out of two or more available ones.

"mobygames.com"

The Yakyuu Ken Special: Konya wa 12-kaisen

6.6

Developer	Societa Daikanyama
Publisher	Societa Daikanyama
Release date	(jp) July 28, 1995
Genre	Miscellaneous
Mode	1 Player

The Yakyuu Ken Special: Konya wa 12-kaisen is originally a 1994 pornographic 3DO game. Despite what the name says, it is not a baseball game — it is a rather simplistic pornographic game where the goal is to get some young, dancing women to strip for the player by beating them at rock paper scissors. The Saturn version features 4 exclusive women.

J

Yoshimoto Mahjong Club

6.8

J

Developer	Yoshimoto Kogyo
Publisher	Psikyo
Release date	(jp) December 17, 1998
Genre	Table
Mode	1 Player

Yoshimoto Mahjong Club is a mahjong game based on a japanese TV show in which 26 popular japanese comedians play mahjong in some sort of tournament.

"psxdatacenter.com"

Yoshimura Shougi

6.7

Developer	Konami
Publisher	Konami
Release date	(jp) March 26, 1998
Genre	Table
Mode	1-2 Players

Yoshimura Shogi is a shogi game that features a complete tutorial and a vs computer and vs another human player game modes. The game features also japanese voice acting for each player movement.

J

"psxdatacenter.com"

Yoshiyuki Sadamoto Illustrations

8.0

J

Developer	Gainax
Publisher	Gainax
Release date	(jp) November 27, 1997
Genre	Miscellaneous
Mode	1 Player

Yoshiyuki Sadamoto Illustrations is a piece of software for the Sega Saturn. It is not strictly a "game", but rather, a digital gallery containing artwork created by Yoshiyuki Sadamoto.

Yoshiyuki Sadamoto is a Japanese character designer, manga artist, and one of the founding members of the Gainax anime studio.

8.0

Yuukyuu Gensoukyoku

J

Developer	Starlight Marry
Publisher	MediaWorks
Release date	(jp) July 18, 1997
Genre	Simulation
Mode	1 Player

The game is set in Enfield, a country revived 50 years after a tragic war. The protagonist who works in a general shop get imprisoned for a crime he didn't commit. His boss pay the fee to free him from prison, but now he have to pay his boss back, and find the real criminal. A peculiar law in the town says that if he can gain the favor of the town, he can request a retrial, and so the protagonist and several of his friends in the town start taking odd jobs in order to gain the trust of the townsfolk.

7.5

Yuukyuu Gensoukyoku 2nd Album

Developer	Starlight Marry
Publisher	MediaWorks
Release date	(jp) February 26, 1998
Genre	Simulation
Mode	1 Player

In this game, the main character, now a member of The Third Division Vigilante Corps, have one year to restore the division before is it disbanded.

Yūkyū Gensōkyoku: 2nd Album follows directly after the events of the first game, and is once more a traditional Japanese adventure game. Players must gather their group to perform jobs for the people of Enfield, and interact with the various characters around town.

J

7.0

Yuukyuu Gensoukyoku Ensemble

J

Developer	Starlight Marry, MediaWorks
Publisher	MediaWorks
Release date	(jp) December 10, 1998
Genre	Miscellaneous
Mode	1 Player

Yūkyū Gensōkyoku ensemble is a fan disc for Yūkyū Gensōkyoku, featuring new stories involving the characters, several minigames, and an art gallery.

"mobygames.com"

Yuukyuu Gensoukyoku ensemble 2

7.3

Developer	Starlight Marry, MediaWorks
Publisher	MediaWorks
Release date	(jp) March 4, 1999
Genre	Miscellaneous
Mode	1-2 Players

Yūkyū Gensōkyoku ensemble 2 is a fan disc for Yūkyū Gensōkyoku: 2nd Album, and like the previous one features a new side story, several minigames, and an art gallery.

"mobygames.com"

J

Yuukyuu no Kobako Official Collection

7.8

J

Developer	Starlight Marry, MediaWorks
Publisher	MediaWorks
Release date	(jp) December 11, 1997
Genre	Miscellaneous
Mode	1 Player

Yūkyū no Kobako is one of several Yūkyū Gensōkyoku fan discs. This one features a variety of videos and illustrations from the first game, as well as a many illustrations and information as a preview of the then-upcoming Yūkyū Gensōkyoku: 2nd Album. Also included is a quiz mode where players can test their knowledge of the characters and the world of the games.

"mobygames.com"

Yuushun Classic Road

7.7

Developer	Victor Soft
Publisher	Victor Soft
Release date	(jp) March 14, 1997
Genre	Simulation
Mode	1-4 Players

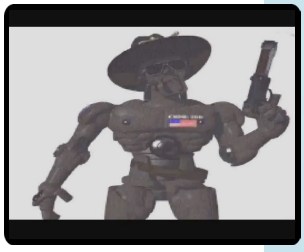
Yuushun Classic Road is an horse racing game for the Sega Saturn. It was the first game of this type to fully 3D polygon environment that simulates all the races realistically from start to finish. Players are involved in every aspect of the sport from competing in the derbies to breeding the horses themselves.

"The A-Z of Sega Saturn Games: Volume 1"

J

7.0

Z



Developer	The Bitmap Brothers, Krisalis Software
Publisher	GT Interactive Software
Release date	(eu) April, 1998
Genre	Real-time strategy
Mode	1 Player

Z (pronounced Zed) is a 1996 real-time strategy computer game by The Bitmap Brothers. It is about two armies of robots (red and blue) battling to conquer different planets.

Unlike traditional RTS games, collecting resources or building specific structures is unnecessary for creating an army - the same principle that was introduced by Nether Earth, one of the RTS games ancestors. Regions and structures within their borders that actually manufacture the units are captured by moving troops to their respective flags. All players need to do is to hold acquired position for a certain amount of time while the unit is manufacturing. The more regions are under the player's control, the less the time required. More powerful units take more time to construct.

The objective of the game is to eliminate the opponent by taking out their command Fort: either by sending a unit to enter it, or by destroying it directly. Alternatively, destroying all of the opponent's units immediately wins the game.

At the start of every mission, each side is given control of their Fort and a small group of units. A host of unmanned turrets and vehicles are usually scattered about the map and sending a robot to these will allow the player to add them to their army. However, the assigned robot will remain in the captured vehicle or turret as a pilot or a gunner.

The game is significantly different from others of its type: For example, vehicle drivers can take damage from enemy fire, and if the driver is destroyed, the vehicle they were commandeering will be unmanned and can be captured by either side. At the time of its release, Z was also noted for being more complex, intense, and challenging compared to other games of its time, like the original Command & Conquer, where the gameplay usually boiled down to tankrushing AIs showing a lack of aggression. Further different robot types behaved differently. Units such as a sniper with a higher intelligence level are less likely to pop up from a tank because they are likely to be shot.

The game starts off with simple, symmetric levels where the CPU starts with roughly the same hardware as the player. As the game progresses, the levels become more complex, demanding more skill to control all units effectively, and the computer gains an advantage in starting units. For example, the CPU's fort usually has substantially more powerful guard turrets. The computer also gains more logistic advantages. Combat takes place on several planets, with 4 missions on each. When one is successfully captured, a space ship transports the robot army to another.

Ports for the PlayStation and Sega Saturn were released in 1997 and 1998 only in Europe. Both were handled by Krisalis Software and published by GT Interactive. Even though the Saturn mouse was never released in Europe, the Saturn version of Z includes mouse support.

Zanma Chouougi Valhollian

6.5

J

Developer Datt Japan
Publisher Kamata and Partners
Release date (jp) August 6, 1998
Genre Role-playing
Mode 1 Player

Zanma Chouougi Valhollian is a 1998 strategy RPG by Datt Japan for the Sega Saturn. The game bears a few original elements as well as traditional tile-based SRPG conventions, but exaggerates some of them by expanding them to levels not typically seen in a game of the genre of the time. Characters can wear up to five pieces of equipment, get triple-digit stats, and move much greater distances

Zap! Snowboarding Trix

7.8

Developer Atelier Double
Publisher Pony Canyon
Release date (jp) February 21, 1997
Genre Sports
Mode 1 Player

Zap! Snowboarding Trix is a Sega Saturn snowboard game released exclusively in Japan. The sequel was released for both Saturn and Playstation.

J

Zap! Snowboarding Trix '98

6.5

J

Developer Atelier Double
Publisher Pony Canyon, TV Tokyo
Release date (jp) December 18, 1997
Genre Sports
Mode 1-2 Players

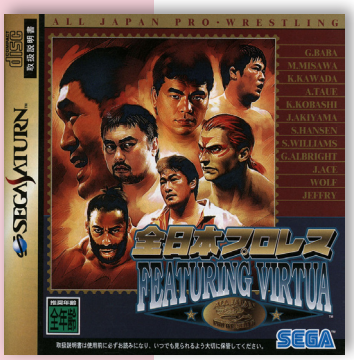
Zap! Snowboarding Trix '98, the sequel to Zap! Snow Boarding Trix, is a 3D snowboarding game. The game comes with four game modes: championship, time competition, freestyle and head-to-head.

It was also released on the PlayStation, localized as Phat Air Extreme Snowboarding. Interestingly, all text and voiceovers in the Saturn version are from the localization: entirely in English and with American voiceovers.

8.1

Zen Nihon Pro Wres Featuring Virtua

Developer Sega AM2, Scarab
Publisher Sega
Release date (jp) October 23, 1997
Genre Sports
Mode 1-2 Players



Zen Nihon Pro Wres Featuring Virtua is a wrestling game for the Saturn and Sega Titan Video arcade hardware. The game is licensed title, based on the real "All Japan Pro Wrestling" (Zen Nihon Puroresu) wrestling promotion. The "featuring Virtua"-part of the title is related to the implementation of Wolf and Jeffrey from the game Virtua Fighter as playable characters.

"mobygames.com"

Zenkoku Seifuku Bishoujo Grand Prix Find Love

7.1

Developer Daiki
Publisher Daiki
Release date (jp) October 2, 1997
Genre Puzzle
Mode 1 Player

Find Love is an adult jigsaw puzzle game featuring ten different girls to choose from. Players must successfully complete the puzzle in the allotted time limit in order to see the next image and continue through the game.

"romstation.fr"

7.2

Zero Divide: The Final Conflict

Developer Zoom
Publisher Zoom
Release date (jp) November 20, 1997
Genre Fighting
Mode 1-2 Players

Zero Divide: The Final Conflict is the third and final game in the 3D fighting series that originally started on Playstation. Game play wise Zero Divide is best described as a Virtua Fighter type of fighter.

The game made use of the Saturn's two processors, which is why it says FEATURING "SH-2" just above the Zero Divide logo, resulting in high resolution graphic.

"THE-BLU-DEMON@theisozone.com"

Zero4 Champ DooZy-J Type-R

6.7

Developer Media Rings
Publisher Media Rings
Release date (jp) June 20, 1997
Genre Racing
Mode 1-2 Players

While the cover and name of the game suggest a racing title, it is actually made of a mix of genres: racing, dating sim, sound novel and RPG among others. The objective of the game is to guide the hero (Shinjo Kakeru if the default name is used) from San Francisco to New York, where he will be competing for the title of the "Zero4 World Champion". Along the road, many events will take place (some mandatory, others hidden) in the form of the aforementioned genres.

"segaretro.org"

J

Zoku Gussun Oyoyo

7.9

Developer Irem, Banpresto
Publisher Banpresto
Release date (jp) February 28, 1997
Genre Puzzle
Mode 1-2 Players

Gussun Oyoyo is a puzzle game where players must guide the doll Gussun to the exit while dropping Tetris pieces. Players can not control the puppet them self, only the puzzle pieces. When bombs fall, they can be used to destroy enemies or wrongly placed pieces. After a while, water begins to rise, and the players must rush the puppet to the exit, or it drowns.

J

Zoku Hatsukoi Monogatari: Shuugakuryokou

5.6

Developer Koga Game Factory
Publisher Tokuma Shoten Intermedia
Release date (jp) December 3, 1998
Genre Simulation
Mode 1 Player

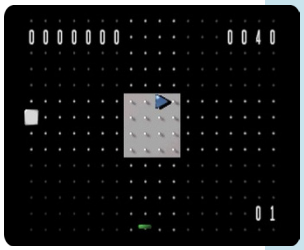
Zoku Hatsukoi Monogatari: Shūgaku Ryokō is a mixture of adventure and "love simulation" - more specifically, first love. The player takes the role of a male student and can choose any time period between ground school to college. Every time period has four different girls that the hero can fall in love with. The player must choose one of those girls as the main love object.

"mobygames.com"

J

6.1

Zoop



J

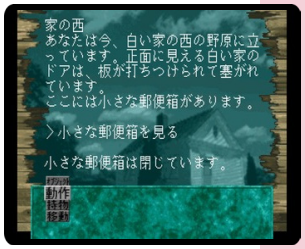
Developer	Hookstone
Publisher	Viacom New Media, (jp) Media Quest
Release date	(jp) November 29, 1996
Genre	Puzzle
Mode	1 Player

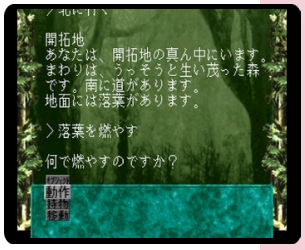
Zoop is a puzzle video game developed by Hookstone Productions. Some of its rules resemble those of the arcade game Plotting (known in some territories as Flipull), but unlike Plotting, Zoop runs in real time.

Players control a colored triangle standing in a 4x4 square in the center of the screen. Lines of different colored objects appear from the four rows on each side of the box. The goal is to destroy those objects before they go on your square. A, B, and C shoot. If players shoot an object of the same color as them, the object will be destroyed and they will move on to the next object in that row. When players have depleted the row, they will move back to the square (facing the opposite direction). If they hit an object of a different color, they swap colors with that object and return to their square, allowing them to shoot different-colored objects. Therefore, the keys to success are timely color swapping and fast reaction (especially since players come back to the square facing the opposite direction).

6.6

Zork I: The Great Underground Empire





J

Developer	Infocom, Activision
Publisher	Shoeisha
Release date	(jp) March 15, 1996
Genre	Adventure
Mode	1 Player

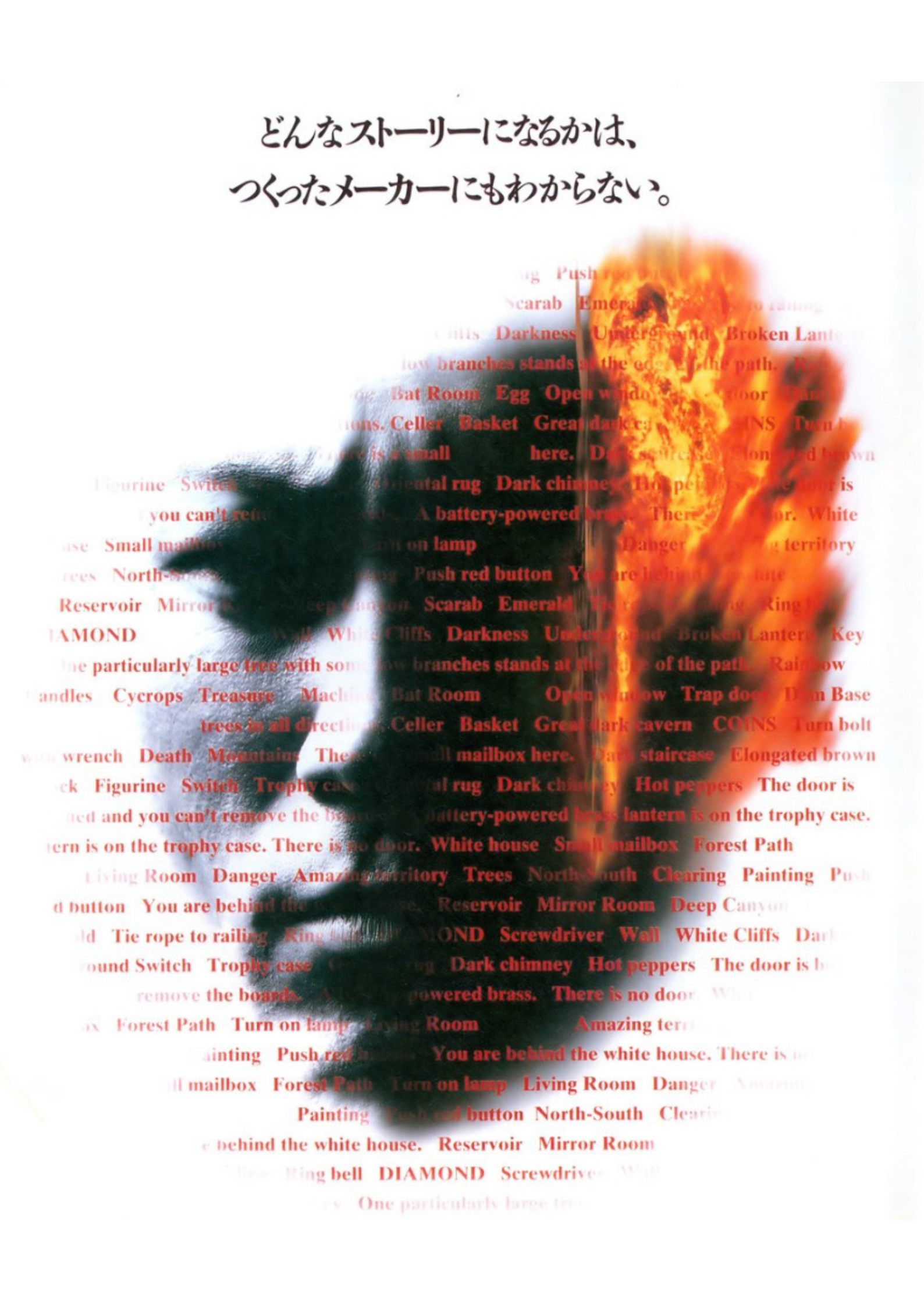
Zork: The Great Underground Empire - Part I, later known as Zork I, is an interactive fiction game written by Marc Blank, Dave Lebling, Bruce Daniels and Tim Anderson and published by Infocom in 1980. It was the first game in the popular Zork trilogy and was released for a wide range of computer systems.

The game takes place in the Zork calendar year 948 GUE. The player steps into the deliberately vague role of an “adventurer”. The game begins near a white house in a small, self-contained area. Although the player is given little instruction, the house provides an obvious point of interest.

The ultimate goal of Zork I is to collect the Twenty Treasures of Zork and install them in the trophy case. Finding the treasures requires solving a variety of puzzles such as the navigation of two complex mazes and some intricate manipulations at Flood Control Dam #3.

The Saturn game, Zork I: The Great Underground Empire, is a remastered version of Zork I. This version includes graphics (with the interfaces of Lucasfilm’s and Legend’s early entries in particular (Look, Take, etc.)), sound effects, auto-mapping, and music by Yuzo Koshiro.

どんなストーリーになるかは、
つくったメーカーにもわからない。



Software

These few pages include software discs, or non-games not included on the game pages. Most, if not all information and pictures are taken from segaretro.org.

Cleaning Kit for Sega Saturn

Developer C-Seven
Publisher C-Seven
Release date (us) 1995

Cleaning Kit for Sega Saturn is a cleaning kit for the Sega Saturn released exclusively in the US by C-Seven. The package features Sonic and Tails prominently.

NetLink Custom Web Browse

Developer PlanetWeb
Publisher Sega
Release date (us) October 31, 1996
(us (3.0)) 1997

NetLink Custom Web Browser is the software used with the NetLink Internet Modem to allow North American Sega Saturn owners to connect to the internet. It was created by PlanetWeb, who would go on to design the Sega Dreamcast web web browser software in North America, appropriately titled Sega Dreamcast Web Browser.

Multiple versions of the NetLink Custom Web Browser exist:

Version 2.0
Version 2.0 came packaged with the NetLink Internet Modem, and so is the most common variant of the software. It supports all HTML 2.0 tags, and most HTML 3.0 tags, but is unable to view framed webpages, and does not support IRC chat. It is somewhat comparable to early versions of Netscape.

Version 3.0
Version 3.0 came packaged with NetLink Game Pack, adding basic support for the viewing of framed pages (by letting the user access each frame individually, not all at once) and a simplistic IRC client. The IRC client is crippled in that it can't connect to major servers such as DALnet and EFnet.

Golden Version 1.135
Golden Version 1.135 uses the same code as 3.0 except no CD was ever pressed and it does not include the "NetLink City" front page. It was available for download from Planetweb's site.

Beta Version 4.035
Version 4.035 adds SSL support for secure online ordering and was also available for download on Planetweb's site.

"segaretro.org"

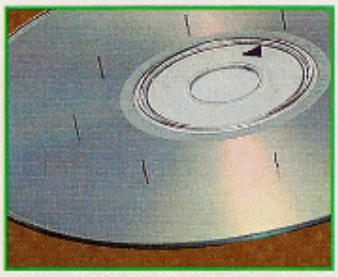
Let Sonic and Tails Clean Your SEGA SATURN™

©1992 SEGA

©1991SEGA

Introducing the **Cleaning Kit for Sega Saturn** - A two part, easy to use cleaning tool designed specially to clean and maintain your Sega Saturn System and all your games. Attached with soft bristles made of micro fibers, the self loading Cleaning Disc cleans the lens effectively without damage. You can also clean your Saturn software with the ergonomically designed Cleaning Pad and Liquid Cleaning Solution included. As an added bonus, you can watch Sonic the Hedgehog and his pal Tails doing the cleaning right on your T.V. screen!

So just sit back, and let Sonic and Tails clean your SEGA Saturn.



Attached with micro fiber bristles, the Cleaning Disc cleans the lens without harm.

High Quality Cleaning Pad to wipe discs without scratching.

Specially formulated Liquid Cleaning Solution to be used with Cleaning Pad.

TM

Distributed by:
C-SEVEN International
2543-C Pacific Coast Highway
Torrance, CA 90505
Phone: (310) 530-9994
Fax: (310) 530-9995
Email: CSEVEN@NOWCOM.COM

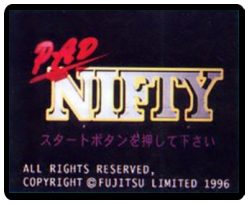
C-Seven

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

SEGA, Sonic the Hedgehog and all related characters and indicia are trademarks of SEGA ENTERPRISES, LTD. ©1991 SEGA © 1992 SEGA All Rights Reserved.

SEGA AND SEGA SATURN ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED.

Pad Nifty



Developer Sega
Publisher Sega
Release date (jp) July 27, 1996

Pad Nifty was used to access Fujitsu's now defunct NIFTY-Serve network. Sega had a presence on NIFTY-Serve with their Sega Game Information Station, with the network having previously hosted dedicated Sega bulletin boards.

It is completely reliant on the Sega Saturn Modem (of which it was bundled with) and the defunct NIFTY-Serve network, as such it cannot function in the modern age.

"segaretro.org"

Pad Nifty 1.1 & Habitat II

Developer Sega
Publisher Sega
Release date (jp) 1997

Pad Nifty 1.1 & Habitat II is a compilation containing the software Pad Nifty and Habitat II, both to be used in conjunction with the Sega Saturn Modem in Japan.

"segaretro.org"

Sega Saturn CG Collection

Developer Sega
Publisher Sega
Release date (jp) 1995

Sega Saturn CG Collection is a video CD showcasing various pieces of pictures and video clips, mostly Clockwork Knight and Panzer Dra-

Virtua Navi V. 2.00

Developer Hitachi
Publisher Hitachi

Sega Saturn Denshi Book Operator

Developer Sega
Publisher Sega
Release date (jp) June 23, 1995

The Sega Saturn Denshi Book Operator is a piece of software which allows the Saturn to read electronic books in the EB, EB-G or EB-XA disc formats.

Wonder Library offered similar functionality for certain variants of the Wondermega and Mega CD.

"segaretro.org"

Pad Nifty 1.1 & Habitat II

Developer Aplix Corporation
Publisher Aplix Corporation
Release date (jp) 1996

Sega Saturn Internet Vol. 1 is internet software designed for the Sega Saturn Modem in Japan.

Sega Saturn Internet 2

Developer Aplix Corporation
Publisher Aplix Corporation

Sega Saturn Internet 2 is internet software designed for the Sega Saturn Modem in Japan.

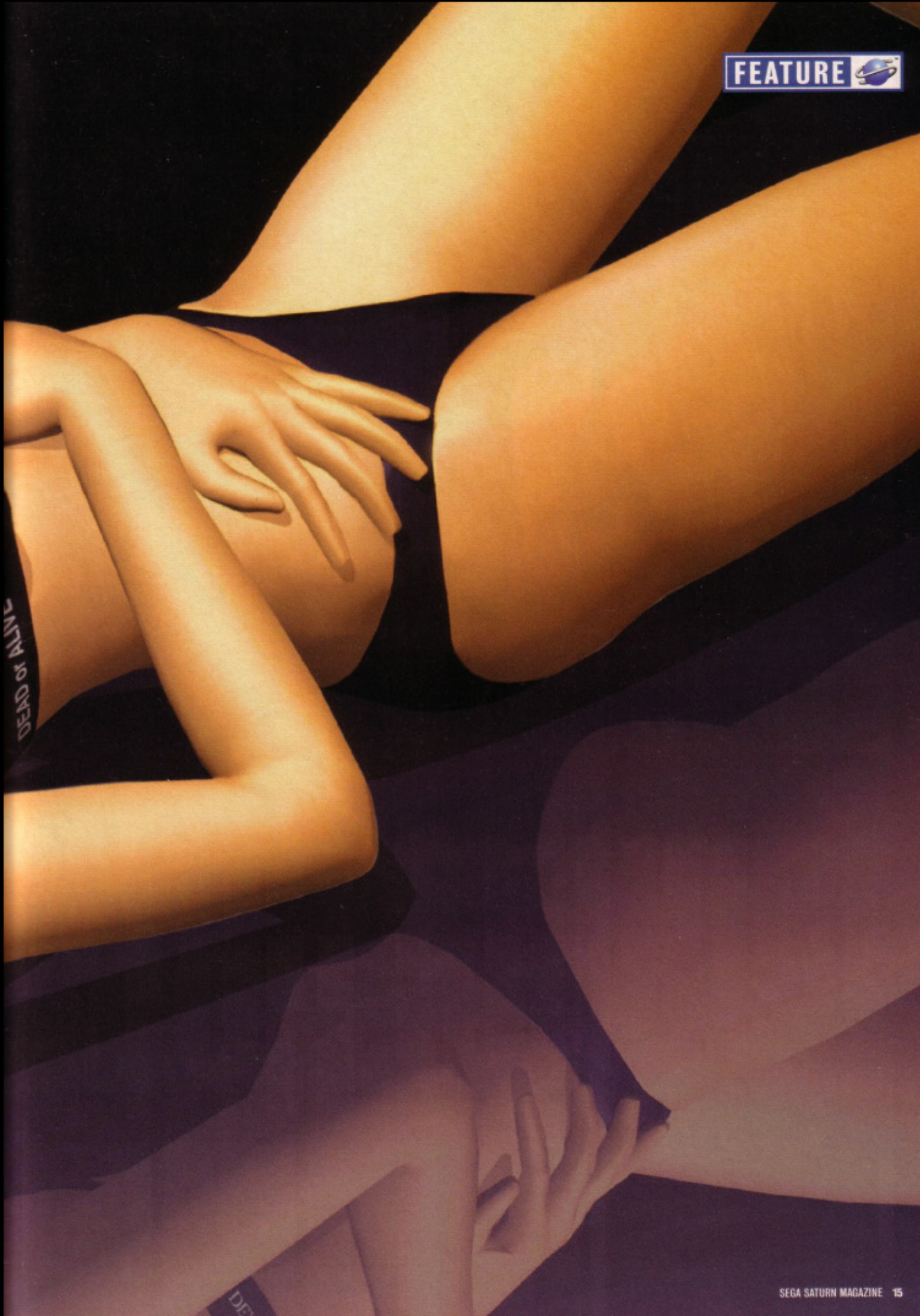
"segaretro.org"

Special Disc with Sega Saturn Internet 2

Developer Aplix Corporation
Publisher Aplix Corporation

Laid Bare!

In order to celebrate its recent Dead or Alive ++ coin-op, producers Tecmo arranged these "stimulating" renders of its stunning starlets! Get an eye-full of the babes then check out the first shots of Dead or Alive 2 running on the new Naomi arcade board... expect to see a perfect translation to Dreamcast!


DEAD or ALIVE

Compilation

Included here are the most noteworthy compilation games. Most of these games came as regular releases with a new cardboard packaging. Most, if not all information and pictures are taken from segaretro.org.

SS Adventure Pack: Nanatsu no Hikan & Myst

Release date (jp) March 28, 1997

- Myst
- Nanatsu no Hikan

Daisenryaku Pack

Release date (jp) December 13, 1996

- World Advanced Daisenryaku: Koutetsu no Senpuu
- World Advanced Daisenryaku: Sakusen File

EMIT Value Set

Release date (jp) December 15, 1995

- EMIT Vol.1
- EMIT Vol.2
- EMIT Vol.3

Eve Burst Error & Desire Value Pack

Release date (jp) February 26, 1998

- Eve Burst Error
- Desire

Eve Burst Error & Eve The Lost One Value Pack

Release date (jp) July 2, 1998

- Eve Burst Error
- Eve the Lost One

Eve The Lost One & Desire Value Pack

Release date (jp) May 7, 1998

- Eve the Lost One
- Desire

Falcom Classics Collection

Release date (jp) March 4, 1999

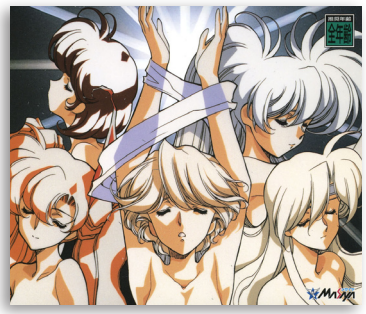
- Falcom Classics
- Falcom Classics II

Hideyoshi Nobunaga Set

Release date (jp) November 29, 1996

- Taikou Risshiden II
- Nobunaga no Yabou Tenshouki

Langrisser Tribute



Release date (jp) December 23, 1998

- Langrisser: Dramatic Edition
- Langrisser III
- Langrisser IV
- Langrisser V

Panzer Dragoon I & II

Release date (jp) December 13, 1996

- Panzer Dragoon
- Panzer Dragoon Zwei

NetLink Game Pack

Developer Sega
Publisher Sega
Release date (us) 1997

NetLink Game Pack is a special compilation for the Sega Saturn, released exclusively in North America. Due to its misleading packaging design it is often confused for the NetLink Internet Modem, but in fact contains nothing but software. The NetLink Game Pack was bundled with the NetLink Internet Modem (80118) or Sega Saturn NetLink bundle (80121) - it was not sold separately, though has its own separate box.

The NetLink Game Pack contains NetLink-compatible versions of Sega Rally Championship and Cyber Troopers Virtual-On, as well as version 3 of the NetLink Custom Web Browser. It was released sometime after the NetLink Internet Modem (which comes with version 2 of the browser), though the precise details are still sketchy.

"segaretro.org"

NRJ Le Duo Saturn

Release date (fr) 1996

- Worms
- True Pinball

Puzzle Bobble 2X & Space Invaders

Release date (jp) April 4, 1997

- Puzzle Bobble 2X
- Space Invaders

Real Bout Garou Densetsu Best Collection

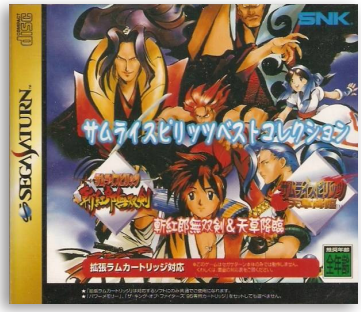
Release date (jp) August 6, 1998

- Real Bout Garou Densetsu
- Real Bout Garou Densetsu Special

Roommate Inoue Ryouko Complete Box

Release date (jp) March 16, 2000

- Roommate: Inoue Ryouko
- Roommate: Ryouko in Summer Vacation
- Roommate 3: Ryouko Kaze no Kagayaku Asa ni
- Ryouko no Oshaberi Room



Samurai Spirits Best Collection

Release date (jp) August 6, 1998

- Samurai Spirits Zankurou Musouken
- Samurai Spirits Amakusa Kourin

Shin Megami Tensei Devil Summoner Special Box

Release date (jp) August 9, 1996

- Shin Megami Tensei: Devil Summoner
- Shin Megami Tensei Devil Summoner: Akuma Zensho

Special Gift Pack

Release date (jp) November 8, 1996

- Bishoujo Variety Game: Rapyulus Panic
- Tsuukai!! Slot Shooting

The King of Fighters '96 + '95: Gentei KOF Double Pack

Release date (jp) August 9, 1996

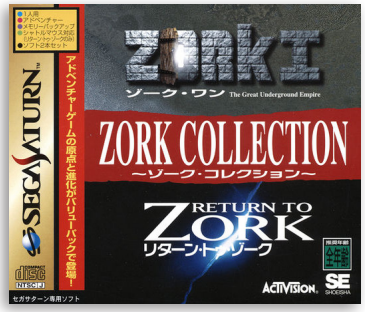
- The King of Fighters '95
- The King of Fighters '96 (1MB RAM Set)

The King of Fighters Best Collection

Release date (jp) October 1, 1998

- The King of Fighters '95
- The King of Fighters '96
- The King of Fighters '97

Zork Collection



Release date (jp) March 12, 1998

- Zork I: The Great Underground Empire
- Return to Zork

Value Set Series: Nobunaga no Yabou Tenshouki & Nobunaga no Yabou Returns

Release date (jp) February 21, 1997

- Nobunaga no Yabou Tenshouki
- Nobunaga no Yabou Returns

Value Set Series: Sangokushi V & Sangokushi Returns

Release date (jp) February 21, 1997

- Sangokushi V
- Sangokushi Returns

Virtua Cop 1-2 Pack

Release date (jp) July 18, 1998

- Virtua Cop
- Virtua Cop 2

Virtua Cop 1-2 Pack

Release date (jp) February 19, 1998

- Virtua Cop
- Virtua Cop 2
- Virtua Gun
- The House of the Dead Taikenban

Yuukyuu Gensoukyoku Hozonban Perpetual Collection

Release date (jp) December 7, 2000

- Yuukyuu Gensoukyoku
- Yuukyuu Gensoukyoku 2nd Album
- Yuukyuu Gensoukyoku ensemble
- Yuukyuu Gensoukyoku ensemble 2
- Yuukyuu no Kobako Official Collection

Released on 7 December 2000, it was the last officially released Saturn game.

Domestic Violence

SEGA the GAME is NEVER Over.

Virtua Fighter

MEGA DRIVE 32X

© 1994 Sega Enterprises Ltd.

The No. 1 arcade game now invades the home.

Lost & Found

by: JJ Hendricks@blog.pricecharting.com

The Lost & Found games are some of the more rare Sega Saturn “games” and were only released in limited quantities at the CGE Expos in 2006, 2007, and 2008.

The Lost & Found Series for the Sega Saturn consists of Volumes 1, 2 and 3. These three volumes, each released separately, consist of a total of seven disks that contain games and video clips that can only be played and viewed on a Sega Saturn modded to play CDR discs.

All three Lost and Found versions were made by Oldergames, which no longer makes video games and was sold in 2007.

Lost & Found Vol. 1

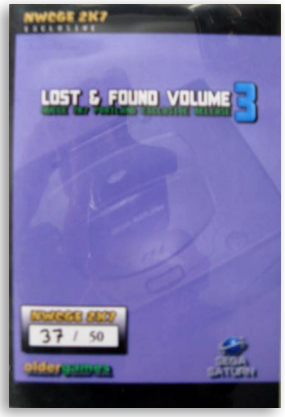
Release date August 21, 2004

Volume 1, released August 21 2004 at the CGE 2K4 as an exclusive, has a gold-shaded cover. It’s the rarest of the three with a limited edition production of only 25 copies.
The game contained 2 discs, Project: REBELLION and Saturn FMV Video Vault.

Lost & Found Volume 2

Release date July 28, 2007

Volume 2 has a blue shaded cover and was released July 28, 2007 at the NWCGE 2K7.
It contains two discs, REBELLION FMV Adventure and THREE DIRTY DWARVES Early Development Prototype.



Lost & Found Volume 3

Release date Sptember 29, 2008

Volume 3 released September 29 2007 exclusively at CGE 2K7 and has a purple shaded cover.
Volume 3 contained three discs, discs one and two are labelled Deep Fear and disc three is labelled Duck Video Tools Sega Saturn Demonstration Disc.

None of the three volumes came with a user manual or any other sort of operating instructions. Each multi-disk volume was packed in a DVD case and each volume had a full cover. The front covers depicted a photo of the Sega Saturn and the production number of the enclosed set of disks. The back cover of each volume included screenshots of some of the content and some printed information about the included content.

"...establishing a new standard in the platform genre." -NEXT GENERATION

"Massive environment, go anywhere gameplay and amazing depth give Bubsy an entirely new perspective." --DIEHARD GAMEFAN

"BUBSY 3D looks to set the new standard in action platform gaming." --PSEXTREME

PlayStation

SEGA SATURN

RATING PENDING RP ESRB

wea Visual Entertainment

HIGHTAIL IT INTO A NEW DIMENSION!

http://www.accolade.com Call 1-800-245-7744 for product information

ACCOLADE

BUBSY ® AND THE BUBSY CHARACTERS ARE REGISTERED TRADEMARKS OF ACCOLADE. DISTRIBUTED BY WEA [WARNER ELEKTRA ATLANTIC CORP.], a WARNER MUSIC GROUP COMPANY. © 1996 ALL RIGHTS RESERVED. LICENSED FOR SONY COMPUTER ENTERTAINMENT AMERICA FOR USE WITH THE PLAYSTATION GAME CONSOLE. PLAYSTATION AND THE PLAYSTATION LOGOS ARE TRADEMARKS OF SONY COMPUTER ENTERTAINMENT INC. © 1996 ALL RIGHTS RESERVED. LICENSED FOR SEGA OF AMERICA FOR USE WITH THE SEGA SATURN GAME CONSOLE. SEGA SATURN IS A TRADEMARK OF SEGA OF AMERICA, INC. © 1996 ALL RIGHTS RESERVED. THE RATING ICON IS A REGISTERED TRADEMARK OF THE INTERACTIVE DIGITAL SOFTWARE ASSOCIATION.

Unreleased Games

The pages include some of, what I found, the more interesting games cancelled for the system. Most of the text on these pages are taken verbatim from segaretro.org. Alot of text and pictures are also taken from unseen64.net. If you are interested in more on unreleased Saturn games, i recommend visiting some of these two sites, as they include more information, pictures and videos on the subject.

The 11th Hour

Developer Trilobyte
Publisher Virgin Interactive Entertainment
Release date Q4 1995
Genre Adventure
Mode 1 Player

The 11th Hour is a PC adventure game and sequel to 1993's The 7th Guest. The game was mentioned in the magazine, Mean Machines Sega, issue 34.

Mean Machines Sega #34

Much-delayed interactive movie for the PC. A Saturn version will follow hot on the heels of the completed PC code. Apparently, although it's very late it'll blow our socks off

Air NiGHTS

Developer Sega
Publisher Sega

Air NiGHTS is the name of an unreleased sequel to NiGHTS into Dreams, once set for release on the Sega Saturn, then the Sega Dreamcast. The game never materialised, though a sequel to the game did eventually emerge in the form of NiGHTS: Journey of Dreams for the Wii.

From what can be understood from interviews with Sega employees, Air NiGHTS was conceived in the late 1990s while the company was developing improved Saturn and Dreamcast controllers. It was to use controllers which could detect motion (much like the Wii), though was scrapped when Sega opted for a more traditional controller setup. Initial plans were based around a Saturn pad with a built-in tilt sensor, though this later evolved into something completely separate when the Dreamcast project started.

It is also possible that the Saturn's 3D Control Pad ("Multi Controller" in Japan), with its detachable cable may have been influenced by Air NiGHTS in some way.

3D Ultra Pinball

Publisher Sierra On-Line, Sierra Pioneer
Genre Pinball

3D Ultra Pinball was developed as a port of the PC game of the same name. The game was previewed in the Japanese Sega Saturn Magazine issue 26 and 32.

Adidas Power Soccer

Developer Psygnosis, Perfect Entertainment
Publisher THQ
Release date Q4 1996-1997
Genre Sports
Mode 1 Player

Adidas Power Soccer is a football game developed by Psygnosis (then owned by Sony Computer Entertainment) and released for the PlayStation in 1996.

A Sega Saturn version was heavily promoted for release but did not materialise. This version was ported to the console by Perfect Entertainment for a planned release in 1997, but was cancelled for unknown reasons, despite being reportedly completed.

Allegiance

Developer Team 17
Genre First-person shooter

Allegiance is an unreleased first person shooter once set for release on the 3DO, PlayStation and Sega Saturn. All three versions were cancelled for unknown reasons. Apparently some levels were done.

Mean Machines Sega #34

Another rendered effort, but this time a 3D war game with the player scouring a post Cold War world in search of supplies and food - using whatever means necessary.

Blade Runner

Developer Westwood Studios

Mean Machines Sega #52

This has huge hit potential for Virgin, as only one previous Blade Runner game (for home computer) ever appeared, and it's appeal continues to grow. Nothing about the game is known, apart from the fact it's being done by Westwood Studios (creators of Command & Conquer / Red Alert) and they are the BEST. There is always strong strategy elements in their games, which fits into the movie plot of tracking Replicants around a grimy, futuristic city. We hope they get the flying adverts in.

Sega Saturn Magazine UK #22;
Actua Sports Soccer, golf, ice hockey, tennis, topless darts... is there any sporting profession that Gremlin Interactive don't excel at? After the relative success of Actua Soccer Club Edition, and with the promise of more quality titles to come, Matt Yeo takes a sneak peek at what our friends "oop north" are up to next.

Actua Golf 2

Developer Gremlin Interactive
Publisher Gremlin Interactive
Release date Q4 1997-1998
Genre Sports
Mode 1 Player

Actua Golf 2 had a Playstation release.

Actua Soccer 2

Developer Gremlin Interactive
Publisher Gremlin Interactive
Release date Q4 1997
Genre Sports
Mode 1 Player

Actua Golf 2 had a PC and Playstation release in 1997. The Saturn version was set to be released in that period, but was cancelled very close to release.

Actua Tennis

Developer Gremlin Interactive
Publisher Gremlin Interactive
Release date Q4 1997
Genre Sports
Mode 1 Player

Actua Golf 2 had a PC and Playstation release in 1997. The Saturn version was set to be released in that period, but was cancelled very close to release.

Sega Saturn Magazine UK #22
Actua Tennis contains all the features that made the other Actua titles so successful with Gremlin pushing their technical abilities even further. All the players in the game are animated using the latest motion capture technology, giving the full, fluid movement of real tennis pros (with real life players being filmed for the full effect). Matches take place in true 3D courts, allowing you to view the action from any angle and to replay those dubious line calls again and again.

The final act that Gremlin serve up is the presence of two celebrity commentators in the shapely form of Sue Barker and the chunky Barry Davis. Actua Tennis also features a full range of playing options, including Professional and Amateur tournaments and tours, as well as singles, doubles and mixed double matches

Alien: Resurrection

Developer Argonaut Games
Publisher Fox Interactive
Release date Q4 1998
Genre First-person shooter
Mode 1 Player

Alien: Resurrection is a first-person shooter based on film with the same name. The game had a Playstation release in 2000. It was to be Fox Interactive's last Sega Saturn game, but development was pulled on the Saturn version before it was completed.

Sega Saturn Magazine UK #28
Saturn owners and movie fans alike will no doubt be over the moon to learn that Fox Interactive are busy developing Alien: Resurrection for a Spring '98 release. Based on the recently flick of the same name, the game casts players in the role of the back-fromthe-dead Ripley as she kicks alien ass for a fourth time. Developed by Argonaut (the folks behind Croc), Alien Resurrection is set to feature Tomb Raider-style 3D levels with massive light-sourced and texturemapped stages taken directly from the movie. Players explore these levels, exterminating aliens lurking in shadows and attempting to make it off the movie's doomed space station in one piece. If Argonaut manage to capture the spooky look and feel of the film then there's no doubt they'll have yet another successful hit on their hands.

Unfortunately, the downside is that Alien Resurrection will be Fox Interactive's last Saturn game. While this is certainly a blow for Saturn owners, Fox deserve praise for sticking with Sega's 23-bit wonder long after 3rd party developers had lost their bottle.

Armed

Developer Point of View
Publisher Interplay
Release date Q4 1996
Genre Action
Mode 1 Player

Armed, also referred to as Aftermath, is an unreleased Sega Saturn and PlayStation game. It appeared at E3 1996 but was cancelled mid way through its development for unknown reasons. According to the previews, the game was billed as a side-scrolling shoot 'em up with a sci-fi setting, rendered visuals, and cinematic cut-scenes.

A playable prototype was dumped and released on the internet in October 2017, featuring an essentially complete version of the game stripped of any presentation and FMV cutscenes.

Angel

Developer Scavenger
Release date Q4 1996-1997
Genre Action-platformer

Angel was in development by Scavenger for the Saturn. A demo was shown at E3 1996, but it is unknown if it was playable or just a video. In early 1997, Scavenger had to close down for economic problems and all games in development were cancelled.

unknown magazine
Angel is the closest Scavenger have come to a platform blaster, and the early playable area is set on a hexagonal tower with wall-hugging walkways.

The scenery is ornately gothic. The book of Revelation has been mined for a bizarre plot involving Satan ruling the earth and an angelic girl seeking an artifact with a demon's help.

Bedlam

Developer Mirage
Publisher GT Interactive
Release date Q4 1996-1997
Genre Action

Despite the game being reportedly finished, the Sega Saturn version of Bedlam was cancelled for unknown reasons, though a PlayStation version was released. During development it was originally known as Mayhem.

Kumite

Developer 47 Tek
Publisher Konami
Release date Q4 1996-1997
Genre Fighting

Kumite is an unreleased fighting game for the Sega Saturn.

Mean Machines Sega (UK) #45
Konami plans to outdo all other fighting games with an incredibly authentic martial arts game put together by eight programmer/experts from San Francisco.

Barb Wire

Developer Cyro Interactive
Publisher GT Interactive
Release date Q4 1997
Genre Action
Mode 1 Player

Barb Wire was a planned action game based on the 1996 film with the same name. PlayStation, Sega Saturn, PC (both DOS and Windows) and Mac versions were announced, but neither were released.

GamePro (us) #102
Immerse yourself in the comic-book, movie-based world of Barb Wire, a Resident-Evil-meets-Doom-style action game featuring nine levels of patentleather pugnacity. Play solo or compete in a two-player mode that enables one player to be Barb and another to play as an evil boss. Included as well is a death match with a specially designed multiplayer level. This game might have the right stuff to wire you to your game chair.

Battletech: Gray Death Legion

Developer Imagineering
Publisher Absolute Entertainment
Release date Q4 1995
Genre Shooter
Mode 1 Player

Battletech: Gray Death Legion is an unreleased mech shooter game for the Sega Mega-CD and Sega Saturn set to be published by Absolute Entertainment, and based on FASA's Battletech universe. The game uses a first-person perspective for the action, and is similar to Absolute's RDF: Global Conflict, also on Mega-CD. Nothing is known about the Saturn version other than being mentioned on some magazines of the time, but it's likely it would've played similarly.

The game was put on indefinite hold in late 1995 due to the poor state of Absolute's finances.

Sometime in the 2000s, a prototype of the Mega-CD version was found, which was later given a commercial unlicensed release by Good Deal Games.

GamePro (us) #79
***Absolute Entertainment**, makers of Turn and Burn and Battletank, suspended operations and laid off most of its staff late last fall, according to industry sources. While the company hadn't returned calls by press time, sources say that Absolute's last batch of games for 1995, including Penn & Teller's smoke and Mirrors (Sega CD, 3DO) and Battletech: Gray Death Legion (Saturn), are indefinitely on hold as the company determines its future course.*

Bubsy 3D

Developer Eidetic
Publisher Accolade
Release date Q4 1996
Genre Action-platformer

Bubsy 3D is a 3D platform game released in October 1996 for the PlayStation as a sequel to Bubsy II. It was once planned for release on the Sega Saturn, but despite being advertised with a date of Winter 1996, was cancelled for unknown reasons. During development it was initially known as Bubsy III.

Bubsy 3D was critically planned by the gaming press and is often considered to be one of the worst 3D platformers of all time.

GamePro (US) #93

Rocket through five computer-generated planets with everyone's favorite bobcat, Bubsy. Hand-rendered 3D character inhabit the new worlds, and a 360-degree, nonlinear play frees you to explore it all. Bubsy will have two players, alternating co-operative play, thousands of frames of animation per character, and, as always, plenty of attitude.

Buster Bros. Collection

Developer Mitchell
Publisher Capcom
Release date Q4 1996
Genre Compilation, Puzzle

Buster Bros. Collection is a compilation of three arcade games in the Buster Bros. series for the PlayStation.

The Saturn version was advertised in North America (and given an ESRB rating) around the same period as the PlayStation version, but did not materialise for unknown reasons. In Japan and Europe this game is known as Super Pang Collection, however there is yet no evidence to suggest the Saturn version was ever due to be released in these regions. It is thought that Sony initially rejected this game during the PlayStation approval process for being 2D, which may have had a knock-on effect for the Saturn release.

Ecco the Dolphin

Developer Sega
Publisher Sega

The game was used as a Saturn tech demo. It didn't get past the concept stage.

Buggy

Publisher Gremlin Interactive
Release date Q4 1997
Genre Racing

Buggy is a PlayStation and PC racing game. A Sega Saturn version was planned for release in the fourth quarter of 1997, but was ultimately cancelled. Other versions were pushed back to July 1998.

Burn Cycle

Developer TripMedia
Publisher Philips Interactive Media
Release date Q4 1996-1997
Genre Action

Burn Cycle is a CD-i game with full motion video released in 1994. Publisher Philips Interactive Media announced that in 1996 all of its CD-i games would be ported to the Sega Saturn and PlayStation - Burn Cycle would have been the first, but despite being advertised, neither version ever materialised.

Sega Saturn Magazine (UK) #7

Now that the CDi isn't doing too well (actually, it's never done too well), Phillips are looking further afield for their future game releases. The initial result of this is that their full portfolio of games will be released on both Playstation and Saturn in the third quarter of this year.

The first release to hit the shelves will be Burn Cycle, Phillips' most acclaimed title to date, which features a futuristic cyber-guy who has two hours to solve his own impending murder. Featuring film cuts and some of the most involving puzzle action ever seen on the CDi (not exactly hard) this is bound to be hit on Saturn as it's fast paced and really good fun. Expect to see other Phillip titles such as QAD (Quintessential art of Destruction) following a couple of months after.

Foes of Ali

Developer EA Sports
Release date Q4 1996
Genre Sports

Foes of Ali is a boxing game developed by EA Sports, featuring Muhammad Ali and several of his real-life opponents. It was released for the 3DO, and while Saturn and PlayStation versions were planned, neither were released. Development on the Saturn version had progressed far enough for the game to be reviewed in CVG #172, dated March 1996.

Chelnov

Genre Shooter

Chelnov, also known as Atomic Runner or fully titled as Atomic Runner Chelnov - Nuclear Man, the Fighter, is a Japanese infinite runner arcade game developed and published by Data East in 1988. The game was ported to the Sega Mega Drive in 1992.

Atomic Runner, in its original arcade form was once set to appear for the Sega Saturn. It appeared at the Tokyo Game Show and various game stores in the Akihabara district of Tokyo in 1997, though was canceled for unknown reasons. A prototype has since been leaked onto the internet.

Chelnov is one of the most controversial arcade games in history. The setting, where a coal miner is caught in a nuclear accident, a hammer and sickle visible on the game's opening screen, and the game's title (Chernobyl in Japanese) led many to interpret the game as a tasteless parody of the Chernobyl disaster. Data East responded in a television program that the name "Chelnov" was merely a relative of Karnov, the title character of one of the company's games, and was not at all influenced by the events at Chernobyl. Other development staff members later explained that the game had been planned under a different name, but the events at Chernobyl led to the name "Chelnov," which became the game's title. Under this explanation, the parodic elements resulted purely out of coincidence, but over a year and a half passed from the accident to the first release of the game, which was ample time for the developers to reassess the suitability of the game's plot and content. The game's storyline was changed considerably to remove connotations with Chernobyl when the game was ported to the Sega Mega Drive/Genesis.

Deadly Skies

Developer Virtual Studio
Publisher JVC
Release date Q4 1996
Genre Shooter

Deadly Skies, developed by Funcom is a PlayStation air combat game released in late 1997.

The game appears to have had a troubled development, as it was originally also set for release for the Saturn, 3DO and PC, with North American versions handled by JVC. Despite being advertised, none of these versions materialised, and the PlayStation version was only released in Japan, where it was published by Coconuts Japan.

Chill

Developer Silicon Dreams
Publisher Eidos Interactive
Release date Q4 1998
Genre Sports
Mode 1-2 Players

Chill is a snowboarding game developed by Silicon Dreams and published by Eidos Interactive for the PlayStation in 1998.

The Saturn version of Chill was very close to release before it was axed, having been sent to the press for review and was expected to hit store shelves in early 1998. The United Kingdom's Sega Saturn Magazine even announced that a playable demo would feature in a future volume of Sega Flash, but these plans never materialised. They did, however, go on to review the game, giving it an 80% score.

The presumably finished version of Chill from January 1998 was dumped and released on the internet in early 2010. It is fully playable and depicts a game similar in nature to Steep Slope Sliders.

The reasons for cancelling the Saturn version of Chill are unclear, though were likely due to Eidos' plans to drop support for the Saturn. No North American or Japanese versions were ever announced, and the PlayStation release remained exclusive to Europe too.

Dark Helix

Publisher Konami
Release date Q4 1997
Genre Action

Broken Helix is an action game for the PlayStation. A Sega Saturn port was planned, but cancelled for unknown reasons. It was announced at E3 1996 as Dark Helix.

Sega Saturn Magazine (UK) #16

Konami Enter Doom Territory! *First impression do convey a very Doom-esque experience, but there's a lot more to Broken Helix.*

Like What Exactly! *Try a plotline, for instance. There's a lot of characters in the game which Konami have brought to life well.*

Such As? *Try the kick-ass musclehead with a Schwarzenegger sounda-like voice over! "You set us up! It's all bullshit! All of it!"*

Clockwork Knight: Pengin War

Developer Sega
Publisher Sega
Release date Q4 1996
Genre Action
Mode 1-2 Players

Clockwork Knight: Pengin War is an unreleased Sega Saturn game based on the Clockwork Knight series. It was canceled for unknown reasons, but a prototype surfaced in 2006, dated 20th June, 1995 with a product code labelled GS-9015.

The subtitle is not official (the game refers to itself simply as "Clockwork Knight"), but has been applied due to the existence of the words "Pengin War" in the prototype version's header. Gameplay is similar to Sega's Pengo, which may suggest "Pengin" is a misspelling of "Penguin". That, or it originally had nothing to do with Clockwork Knight. Issue #3 of Sega Saturn Magazine calls the game Clockwork Knight Puzzle and suggests a February/March 1996 release date for Japan.

The game is played from a top-down perspective, in which Pepperouchau can pick up blocks from underneath him to reveal eggs. The object of the game is to defeat all the enemies by kicking eggs at them.

Sega Saturn Magazine (UK) #3

Old Pepperouchau isn't exactly what you'd call popular. His first adventure was slated for being too easy and too short, although he certainly gained some ground in the sequel, which implemented far more innovative graphics and game trickery.

However this time, he'd decided to give the platform games a miss and go for something that requires a bit more (or some at least) lateral thinking. Yep, Peps appears in his very own puzzle game. The gameplay is very similar to the bomberman series of games that appeared on just about every 16-bit console going.

Converse Hardcore Hoops

Publisher Virgin Interactive Entertainment
Release date Q4 1995-1996
Genre Sports

Converse Hardcore Hoops, also known as Converse City Ball Tour, is an unreleased street basketball game set to be published by Virgin Interactive Entertainment around 1995 or 1996.

Converse Hardcore Hoops was shown at E3 1995 and was set to release on a wide variety of systems, including the Super NES, PlayStation, PC and three Sega consoles; the Mega Drive, 32X and Saturn. It was set to be a two-on-two half-court basketball game, however the project was drastically changed after performing poorly in focus groups. It was claimed at one point to have had twelve players and 15,000 frames of animation, but was cancelled entirely during the summer of 1995.

Very early screenshots (possibly mockups) were documented in some gaming magazines, although the version cannot be identified, nor can it be confirmed that the game was ever playable. Reportedly Virgin dropped its support for cartridge-based systems around the time of cancellation, with their last cartridge game, Spot Goes to Hollywood being handled by Acclaim Entertainment (in the US at least).

EGM² (US) #15

Virgin has pulled the plug on their Larry Johnson Grandmama-based title called Converse Hard-Core Oops, I mean Hoops. Virgin had to eat a large chunk of change on the game after it became apparent that gamers weren't too interested in playing a half-court, two-on-two style of game. Some focus groups rejected it in a big way, as well. The game was close to being completed and slated to be released for the PlayStation, Sega Saturn, Genesis and Super NES, but all versions were put on ice. Virgin will be entering the realm of sports games with both a hockey and a baseball game for PlayStation and the Sega Saturn, and they are working on a brand name for their sports product line. The hockey game doesn't have a name yet, but the baseball game is being referred to as The Show Baseball.Virgin has apparently decided not to produce anymore cartridge-based games. I have learned that Virgin will sell the Super NES, Genesis and 32X rights of Spot goes to Hollywood to Acclaim.

Comix Zone 3D

A 'quick-pitch' for a 3D Based Comix Zone was apparently put together during the developers downtime from working on the canned Sonic X-Treme, along with a sample story board….

There was said to be some level of interest from Marvel and a lot more from Japan to create licensced Comix Zone games, but nothing seemed to go any further than inital interest.

It may be due to the poor sales of the Mega Drive original (developer never 'broke even' in terms of cost of developing game) put potential publishers off.

"Ross Sillifant@unseen64.net"

Cyber Sled

Release date Q4 1995
Genre Shooter

Cyber Sled is an 3D arcade game released by Namco in 1993. A Sega Saturn version was announced in May 1995, but did not materialise.

While the specifics are unclear, the cancellation of the Saturn Cyber Sled was likely due in part to Namco's close relationship with Sony and its PlayStation console (although rumours circulated that difficulties developing for the hardware may have been a factor, with the lead programmer being poached by Shiny Entertainment).

Namco did not release any Saturn games throughout the console's run - following the success of PlayStation launch title Ridge Racer, it appears the company chose to abandon all non-PlayStation projects.

Darknet

Darknet (sometimes written Dark Net) was given a tiny preview in the August 1995 issue of Sega Power, in "Video Games The Ultimate Gaming Magazine" (Issue 90 July 1996) and in EGM 83, and aside from a small screenshot and some concept art, very little is said about the game.

Caught in the Net

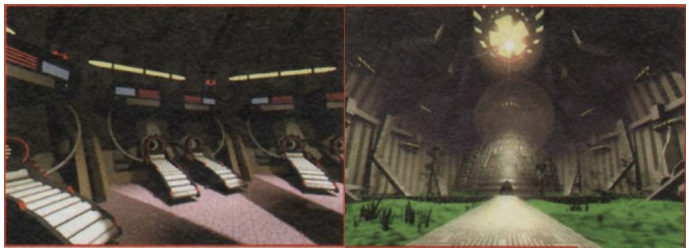
Seems like everybody's getting on the Net these days, and Software developers have taken note of the weird parallel universe it represents. Already, there have been a couple of (so far undistinguished) movies and games about intrepid pioneers being sucked into the Web's cyber-maelstrom, but American Softworks' upcoming game Dark Net promises to up the ante a tad. It's set in a future controlled by an extremely sophisticated global computer network, which runs the world's entire social, economic, ecological and industrial base. In a plot strongly reminiscent of Isaac Asimov's Fantastic Voyage (splendidly filmed with Raquel Welch in 1966).

Four students have been transformed into virtual cyberknights with superpowers. You can navigate the inner space of multilevel, 3-D isometric cyberworlds and confront the most bizarre, cyboid creatures in the universe. Darknet features five unique worlds with five levels in each played from a three-fourths isometric view.

Death Race

Developer Ocean Software
Publisher Ocean Software
Release date Q4 1996
Genre Racing

Death Race is a cancelled 3D racing game developed by Ocean for Playstation and Saturn, scheduled for the end of '96. The game was set in a distant future where the most popular show is Death Race. The game was a mix between the racing part (10 courses were available to challenge violent opposition) and exploration on foot in a 3D environment.



"unseen64.net"

Dark Ride

Developer Rocket Science Games
Publisher Rocket Science Games
Release date Q4 1995
Genre Action
Mode xxx

Darkside (sometimes written as Dark Ride or Darkride) was one of many titles being devloped by Rocket Science Games before being cancelled. It was to be a psychodellic tunnel-based game with bizarre graphics, and was briefly previewed in the December 1994 issue of Games World: The Magazine, which stated that 'the team behind the game are perfecting the smooth scrolling of the ride… before the gameplay'.

Rocket Science Games themselves are probably more interesting than the games they made - funded by Sega Enterprises and promising more than they could deliver on, they mostly made Sega-CD and PC-based FMV based titles such as Cadillacs & Dinosaurs: The Second Cataclysm and Obsidian. However, their titles never sold well, and Sega themselves cancelled half of the company's titles around 1994/95 to keep costs down- it seems Dark Side / Dark Ride was one of the victims of this. They eventually went out of business in 1997.

The preview in Games world: The Magazine states that the game was being developed for the 3DO, although almost all other RSG games were being developed for either the Sega CD or the PC- whether this is a mistake on the magazine's part is unknown.

In a short article published in French magazine CD Consoles issue #4 it is written that "Darkside" was in development for the Saturn and the game would have took the player into an imaginary world, to explore it aboard a cart on rails (as in a rollercoaster). This could mean that the title would be an on-rails shooter.

As written in an article in Wired 2.11, Rocket Science decided to cancel this project because it was too similar to other games of its time:

The trend toward more literate games means that some projects well along the Rocket Science pipeline have had to be scrapped. "We saw some things at the Consumer Electronics Show very similar to our Rocket Boy and DarkRide, so we've put those on hold," says Caldwell. "But we still have Wing Nuts, a World War I dogfight game, in the works."

"unseen64.net"

Dawn of Darkness

Developer Ocean Software
Publisher Ocean Software
Release date Q4 1996
Genre First-person shooter

Dawn of Darkness is an unreleased first person shooter for the PlayStation and Sega Saturn.

Electronic Gaming Monthly (US) #83

Dawn of Darkness is a first-person shooter where you are in a fight for your life after being thrust into circumstances that many players will find out of the normal. Currently the standard for any type of action/adventure is the Doom-style, meaning players are always in a maze. Even with exceptional height-mapping techniques, many players still find this style of game boring. DoD gives players a different style of first-person game with over 40 complex room designs.

Dungeon Keeper

Developer Bullfrog
Publisher Electronic Arts
Release date Q4 1996-1997
Genre Strategy

Dungeon Keeper is a strategy game developed by Bullfrog for DOS and Windows. Ports to the Saturn and PlayStation were due to be released in 1996, but were cancelled.

The programmer working on the ports, Carsten-Elton Sorensen, was hired in June 1996 and claimed the Saturn version looked good, in part because of the system's quadrilateral-based polygons (instead of the usual triangles). The game was around 10% complete before work switched to the PlayStation version, which in turn was cancelled due to memory limitations.

Sega Saturn Magazine (UK) #16

It's Not Even Out On PC Yet! *True, it's due in February and although it's not confirmed, it's a good bet for conversion.*

How Good Is It? *It's Bullfrog's most ambitious game yet - control every aspect of your own dungeon and butcher good guys like stinking hogs! Sounds like ace fun to us.*

Looks Amazing... *Damn right - Bullfrog's 3D technology is bloody amazing. The PC version looks absolutely stunning.*

Descent

Developer Parallax Software
Publisher Interplay
Release date Q4 1995-1997
Genre First-person shooter

Descent is a first person shooter developed by Parallax Software and was released for the IBM PC in 1994. It was brought to other platforms in the following years, and was at one stage set to be released for the Sega Saturn, where it would have been published by Interplay.

Alongside Doom, Descent is often credited as helping to kick-start the first person shooter genre, a style of game which has been at the forefront of video game technology since the early 1990s. The Saturn version, though highly anticipated, was reportedly cancelled after Interplay lost faith in the platform (although this is debatable - the publisher supported the Saturn until mid-1997, while Descent would have arrived during 1996, presumably alongside its PlayStation counterpart). The announcement came in late 1996.

Internal builds were created and were reportedly playable, but no prototypes have been found.

Free Runner

Developer Sega
Publisher Sega
Release date Q4 1995
Genre Adventure

Free Runner is an unreleased Sega Saturn game created by Sega.

Little is known about this project - it was reportedly an adventure game with "arcade elements", in which you played as a "cyber-hacker turned detective" solving murders in a virtual world. The game was made up of both live action footage and 3D worlds, and was set to be released in Winter 1995. Though the game was shown in some form at E3 1995 and preliminary cover art was created, the game was quietly cancelled without explanation.

Free Runner may have been an evolution of the unreleased Sega VR game, Matrix Runner.

Mean Machines Sega (UK) #34

An adventure game along the lines of the hoary old Activision classic, hacker. Invade a massive polygon-generated Website as a murder investigation begins, with you acting as a binary Columbo.

Destruction Derby 2

Developer Reflections Interactive, Probe
Publisher Perfect Entertainment, THQ
Release date Q4 1997
Genre Racing

Destruction Derby 2 is the sequel to Destruction Derby. It was originally released for the PlayStation and PCs in October 1996. A Saturn port was planned for 1997, but was cancelled after US publishers THQ pulled out of the Saturn market in the summer of 1997.

The Saturn version of Destruction Derby 2 was developed by Probe Entertainment, and would have been published by Perfect Entertainment. A prototype has since been found suggesting that the basics of the game were implemented before cancellation - it misses textures and requires two separate discs (one for the interface, another for the game itself). It has been suggested that Saturn Destruction Derby 2 was cancelled due to Perfect Entertainment's decision to stop supporting Sega's console.

Down in the Dumps

Developer xxx
Publisher xxx
Release date Q4
Genre xxx
Mode xxx

Down in the Dumps is a cancelled Sega Saturn adventure game. It was originally planned to be a CD-i game.

Mean Machines Sega (UK) #44

Sniff My Dump

Phillips Media are most definitely into Saturn, with up to five titles available this year (including a conversion of Burn:Cycle). The Biggie is Down in the Dumps, a surreal adventure game set on a rubbish tip, and featuring some of the best rendered art seen on computer. It's all a bit Toy Story, with a plot and characters to unfold across four chapters as thumb-sized aliens try to escape from their stinky sector of earth.

Into the Shadows

Developer Triton
Publisher Scavenger
Release date Q4 1995-1996

Into the Shadows is an unreleased Sega Saturn, PlayStation and PC game developed by Triton and set to be published by Scavenger

While the game was considered impressive for its time, it is thought to have been cancelled after Scavenger went bankrupt, around late 1997 or early 1998. It was originally set to be released for PC, with a Saturn version following a few months afterwards, but no versions of the game were ever released in any form.

Mean Machines Sega (UK) #52

The most eagerly anticipated title of the coding conglomerate that seems to have the most ambitious portfolio of Saturn projects but never seems to get them released. Scorcher, AMOK - these titles have been kicking around in development for years. Into the Shadows does look extremely smart, a full-blown dungeon RPG but with incredible polygon characters and real-time fighting. The latest sequences sent to us by Scavanger, from the heading PC version, look incredible. Wizard and magic, Orcs and heroes, goblins and elves, it's going to be epic stuff.

Moistness Rating: Dripping

Killing Time

Developer Studio 3DO
Publisher Acclaim Entertainment
Release date Q4 1996-1997
Genre First-person shooter

Killing Time is a first person shooter relased for the 3DO in 1995. Following the demise of the console, developers Studio 3DO planned to bring it to the Saturn and PlayStation in 1997 (where it would be published by Acclaim), but both versions were delayed and then cancelled, despite being advertised in North America.

While it saw a PC release in 1996, Killing Time is a relatively simple FPS compared to much of the competition around this period, particularly when it came to the likes of Quake. There is a high chance it was cancelled on that point alone.

Dreadnought

Developer Ocean Software

HMS Carnage (later renamed to Dreadnought/Dreadnoughts and internally know as Dread0) is a cancelled Victorian steam-punk shooter (with strategy elements) set on Mars, that was in development for almost 3 years by the Tribe team at Ocean Software. It was an ambitious project, but only a small playable demo and detailed FMV were finished before Infogrames acquired Ocean in 1998 and decided to kill it some months later.

It seems that the game concept was somehow similar to Warhawk, released in 2007 for the Playstation 3, in which the player is able to use ground and air vehicles, turrets and on-foot weapons to kill their enemies and complete the mission objectives.

HMS Carnage was mainly a PC game and the Playstation/Saturn ports were an afterthought: the console versions would have been very different with more action and less strategy.

At the time Ocean had a reputation for producing low quality movie tie-ins but with the much-hyped arrival of CD-ROM as a gaming format they wanted to develop some really ground breaking games. Ocean rebranded their internal development department as "Tribe", invested a lot of money, hired a lot of new talent and asked everyone to come up with original concepts huge enough to fill a CD-ROM.

HMS Carnage was one of the winning concepts, Silver was another (released 4 years later) and the third was a point 'n click adventure with Hanna-Barbera characters, called "Zoiks" which was also cancelled.

The game kept its "HMS Carnage" title throughout most of the development, while "Dreadnought" was a name thought up by the marketing department towards the end. Probably they though it was a more sellable title for a shooter.

Sadly the name-change was not enough to save the game. When Infogrames bought Ocean and review Dreadnought, too much work and money were still needed to complete the project: they thought that it could have been an economic failure and decided to cancel the development. After the cancellation, part of the Tribe team went to work at Psygnosis.

A preview for HMS Carnage was published in Edge magazine issue 32.

"monokoma@unseen64.net"

Dream Team Basketball

Developer Anvil Incorporated
Publisher U.S. Gold
Release date Q4 1996-1997
Genre Sports

Dream Team Basketball is an unreleased PlayStation and Saturn basketball game developed by Anvil Incorporated and set to be published by U.S. Gold (Eidos Interactive co-publishing the PlayStation version).

While footage and screenshots of the PlayStation version was released, the status of the Saturn version is unknown. Both were advertised in North America, and were set to capitalise on the 1996 Olympic Games in Atlanta.

Midland

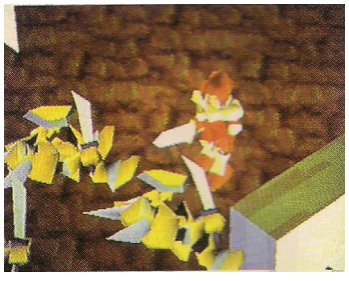
Developer Future Soft

From the look of the only screen available, the game should have probably been for the Playstation or Saturn. There are basically no other info on this project, so we can assume that it was cancelled, but it could also be possible that it was relased under a different name in Japan.

"unseen64.net"

Unknown magazine

A realtime ploygon RPG, ***Midland*** *drops you as a female or male swordsman into a 3D maze-like enviroment visible from various camera angles. You'll fight dragons, scorpions, knights and others. Midland looks more action-orientaded than other games of its sort, and may be best for a younger audience.*



Eternal Champions: The Final Chapter

Developer Sega
Publisher Sega
Release date Q4 1995
Genre Fighting
Mode 1-2 Players

Eternal Champions: The Final Chapter was an unreleased game planned for the Saturn by the former member of Sega of America, Michael Latham. The game only made it past the first 20 pages of concept art before being forcefully canceled by Sega of Japan, seeing the game as competition for the Saturn version of AM2's Virtua Fighter.

The Final Champter like would have contained a second set of fighters fighting to regain their lives (called the Infernals), creating a balance to the timeline. A third force, called Chaos, would threaten the timeline and the two sides have to work together fight this new threat. Depending on your actions, the timeline would change, affecting the looks, abilities and histories of the characters in play. There were thirty planned possible endings.

While this third Eternal Champions game made it far into development before being axed, it is advertised on the box of early North American Saturns for a release in Autumn 1995. According to Michael Latham, there was a Saturn demo made demonstrating some of the fighting.

Word of its cancellation did not reach the gaming press until the first half of 1996.

Ganymede

Developer Rocket Science, BMG Interactive

Original announcement for Playstation and Saturn: *"Players race across the rugged 3D moonscape in Ganymede, matching battle skills and strategy against the warlike Eridani aliens. Piloting a heavily armed, frictionless vaporsled, the player smashes through enemy battle craft and attacks mission targets with stealth and speed. Superbly realistic driving physics accompanied by aggressive thrusting power, minimal traction and rugged terrain make exploring Ganymede, the ice-moon under the ominous watch of Jupiter, an adventure in itself. The ability to freely navigate the surface of the entire moon on more than 20 missions creates unlimited gameplay."* The game was never released, the reason of the cancellation is unknown.

"unseen64.net"

Fighting Force

Developer Core Design
Publisher Sega, (jp) Electronic Arts Victor (?)
Release date Q4 1997-1998

Fighting Force, called Metal Fist in Japan, is a 3D beat-'em-up developed by Core Design. Once due for release exclusively on the Saturn, various issues saw the game released for every major video game system on the market except the Saturn.

Core Design had originally intended Fighting Force to be titled Streets of Rage 4, being pitched to Sega as a sequel to Streets of Rage 3. However, during development there was a change of plan, and the group decided it would be more worthwhile to create a multi-platform game. Predictably, this caused Sega to demand the Steets of Rage trademark be removed, and so the game was renamed Fighting Force.

Development resumed for Fighting, with Sony PlayStation and Windows ports (along with the Saturn version), being estimated for release around Q4 1997. The PlayStation and Windows versions hit their target, however despite being reportedly completed, no Saturn version was released. It is said this occurred due to publishing disagreements - Core originally approached Eidos Interactive for publishing, but later contacted and secured a deal with Sega of Europe for the Saturn version, who claimed the game would be released in November 1997. For whatever reason, this did not happen, though Eidos were able to publish the other ports (including an enhanced Nintendo 64 edition, released in 1999).

The December 1997 issue of Sega Video Magazine also shows the Fighting Force/Metal Fist version of the game, indicating an also-cancelled Japanese release by Electronic Arts Victor with a December 4 release date and a price tag of ¥5,800.

An early prototype of the Saturn version was leaked in November 2008 by drx.

Fighting Force 2, a sequel to this game, saw a release on the Sega Dreamcast, though is a radical departure from the gameplay seen here. It was panned by most critics.

Gender Wars

Developer Sales Curve Interactive
Release date Q4 1995

Gender Wars is a PC strategy game published by Sales Curve Interactive. A Sega Saturn release was planned, but was cancelled for unknown reasons.

Electronic Gaming Monthly (US) #83

Now here's a scary thought: the pressure between the sexes escalating until a war begins. Who will win? I guess that's up to you. Gender Wars, for the Saturn and PlayStation, features a huge playing area, two games perspectives and a sick opportunity to take out your daily stress on the opposite sex without getting arrested! This one is a futuristic and strange look into what could be.

Heart of Darkness

Developer Amazing Studios
Release date Q4 1996-1997
Genre Action

Heart of Darkness is a platform game released strategy game released in 1998 for the PlayStation and Windows.

The game took six years to develop and went through a number of iterations - in 1996 a Sega Saturn version was advertised (to be published by Virgin Interactive Entertainment), but a release did not materialise. It was also thought to have been picked up by Sega themselves, to be released on the Saturn before the PlayStation and PC in 1997, but again these plans fell through. In the end, Interplay published the game in North America and Ocean Software (later Infogrames) published it in Europe.

Mean Machines Sega (UK) #44

An electrifying demonstration of Sega's new found status with third-party developers is the announcement that Virgin's biggest game, and longest development, Heart of Darkness, is to appear on Saturn ahead of other formats. Apparently the Sega version is at least as advanced as any, and will be ready within six months. Heart of Darkness has been in production for over three years, it's a massive adventure that takes games like Delphine's Flashback leaps forward - a true interactive movie.

Flying Nightmares 2

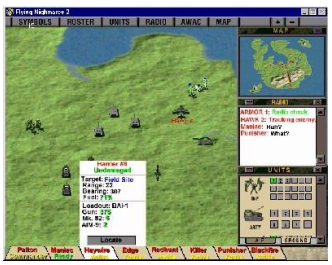
Developer Eidos Interactive

Flying Nightmares 2 is a cancelled flight simulator/shooter that was in development for PC by Eidos Interactive, with a presumed port for the original Playstation and Saturn. As we can read in an interview by Combat Sim with Bryan Walker, Lead Producer of the FN2 project, the game was *"a sequel to AV8B Harrier Assault, a game that Domark and Simis developed several years ago, and went on to become SVGA Harrier, the first 640×480 flight sim on the PC, and Flying Nightmares on the Macintosh"*.

An online multiplayer mode up to 16 players was also planned. It seems that Eidos decided to shut down Flying Nightmares 2's development team for unknown reasons and the game vanished with them. Only a self-running PC tech demo was released before the cancellation.

There is not much info on the presumed Playstation and Saturn ports, but the unseen64.net member, Celine, was able to find a scan with a short article about them on CD Consoles issue #4. We can assume that the console ports would have been a downgraded version with a more arcade-ish gameplay and no online mode.

"monokoma@unseen64.net"



Grand Theft Auto

Developer DMA Design
Publisher BMG Interactive Entertainment
Release date Q4 1996-1997
Genre Action

Grand Theft Auto is an action adventure game developed by DMA Design for DOS and Windows, and the PlayStation. Versions were planned for the Saturn and Nintendo 64, but went unreleased. The Saturn version was apparently due in December 1996, but was delayed and eventually cancelled because of poor sales of the console.

The game's sequel, Grand Theft Auto 2, was released for the Sega Dreamcast.

Saturn Power (UK) #10

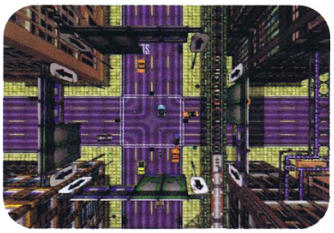
Grand Theft of GTA

DMA's controversial Grand Theft Auto was rumoured to be coming to the Saturn early in December, with BMG keen for maximum exposure for this much-lauded and offbeat release. Lamentably, plans for a Sega version have now been canned. "So why are you writing about it, then?" we hear you cry, but trust us... we're getting to the good bit.

Between Monday December 1 and Tuesday December 2, a warehouse in the Midlands coontaining Grand Theft Auto stock was, get this, ramraided. Thieves got away with roughly 18,000 units. Local police have, at the time of writing, caught one of the culprits, retrieving 700 copies in the process. But where are the other 17,300 games? The investigation force are, naturally, making enquires.

Initially sceptical, the ***Saturn Power*** *team rang BMG PR supremo Gavin White, who assured us in no uncertain terms that this was no cheap publicity stunt - it actually happened. And, in a curious (and equally ironic) twist to this tale, Kirsty - BMG's National Account Manager, responsible for selling their games to stores countrywide - had her car broken into and her stereo stolen. The time of this break-in? Between December 1 and December 2.*

Those worried about getting a PC or Playstation copy of GTA - because we know many of you own other formats - shouldn't worry unduly. There are still plenty of units available for sale, and we just happen to know where.



Hexen II

Developer Raven Software
Publisher Activision
Release date Q4 1997
Genre First-person shooter

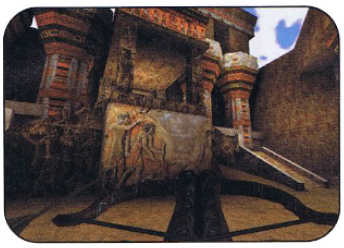
Hexen II is the sequel to Hexen. Activision announced a Sega Saturn port before the game was finished, but no such version materialised.

Saturn Power (UK) #1

Hexen 2 Saturn bound?

Although we're still waiting for definite confiramtion from Activision, it would appear that they will be distributing Hexen 2 when the game's released towards the end of the year.

Coded by Raven (the id-affiliated development company who wrote the first game), Hexen 2 will use a similar engine to Quake (although, as you can see from these shots, they've beefed up the graphics engine somewhat). Activision claimed that the game will be far more interactive than the first one, with the fresh ability to 'chat' to townsfolk one of the new inclusion. Basically, Hexen 2 will be more of a action/RPG game and as soon as we have the inevitable confirmation of a Saturn conversion, we'll let you know. Fingers crossed, Lobotomy may even be commissioned to produce the conversion...



Millennium Fire

Developer Bandai
Publisher Bandai
Release date Q4 1998
Genre Shooter

Millennium Fire is an unreleased Sega Saturn game created by Bandai. It appears to have been a rail shooter set on a space station, possibly with Virtua Gun support. It was at one point given a 1998-08-27 release date for Japan and was set to be priced at ¥5,800, though the game did not materialise.

HyperBlade

Developer Activision
Publisher Activision
Release date Q4 1996-1997
Genre Sports

HyperBlade is a PC futuristic sports game. Versions were announced for the Saturn and PlayStation, but they never materialised.

Electronic Gaming Monthly (US) #83

Bloody action is what you'll get with Armed for the PlayStation. With plenty of heavy artillery, this one will definitely let you release any and all tension from a hard day. You control Vic through 12 rendered levels. Each level increases in difficulty as you work your way through to the toughest enemy in the game... a traitor from your own special forces team! 3-D graphics are featured throughout Armed in both the game and the cinemas. Like some other Interplay titles, the story line makes you feel like you're interacting with a movie. In this case, an blood bath of a movie! Plus, the musical score goes along with the plot.

Incredible Idiots in Space

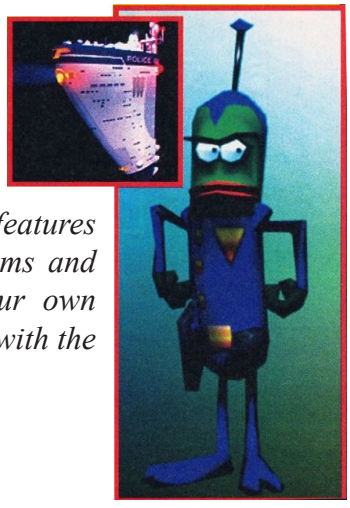
Developer Magnet Interactive Studio, ASC
Genre Sports

Incredible Idiots in Space is a cancelled comedy adventure game that was in development by Magnet Interactive Studios in 1995/1996 for the Playstation and Saturn. The game was going to be published by ASC, but it seems that they decided to cancel the project because the *"market was not ready for a comedy game"* of this kind.

In Incredible Idiots in Space the player would have been able to meet over 36 different alien life forms and talk to them to resolve their problems.

"unseen64.net"

Unknown magazine



IIIS is a breakthrough comedy/action adventure game where your mission is to uncover who is attempting to gain control of the universe. The title features 36 different alien life-forms and allows you to select your own dialog when you interact with the NPCs.

The Indestructibles

Developer Bullfrog

The Indestructibles is an unreleased arcade strategy video game developed by Bullfrog Productions. The game would have had players control a superhero or a team of superheroes to do battle with super villains.

The game was originally titled MIST - My Incredible Superhero Team, and was cancelled because Bullfrog were unable to obtain a Marvel licence.

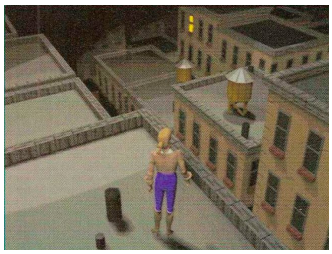
The Indestructibles takes place in the early 20th century, and puts the player in control of a superhero or a team of superheroes to compete against super-villains in a 3D city. The player could have designed a character and its abilities, and had the option of being good or evil. Funding is granted by organisations depending on which side the player chooses: for example, the government if good and from whoever is willing to pay the most if evil. Money is used to research faster and more powerful superheroes and weapons.

According to Computer Gaming World, the action would have been based on physics rather than rules, and players would have been able to play as super-villains.

MIST - My Incredible Superhero Team, was in development by July 1995 and set for release in November. It used Bullfrog's Skeletal Mapping (a technique with which a skeleton's actions are calculated by a computer, rather than the artist drawing every possible animation a character could perform) to make it possible for players to create superheroes, according to Peter Molyneux. Edge stated that the game featured a "fully modelled" city, textured polygon characters, and a Pentium mode that runs at 30 frames per second.

The game had been renamed to The Indestructibles by February 1996, and was produced by Sean Cooper. At this time, PC Zone said the game looked *"so damn impressive"*, and because of this, Cooper would give the magazine monthly reports on its development. He stated that he had *"very strong views"* on how he would have liked it to look, and that he wanted it done his own way and *"nothing like it has ever been done before"*. The game was originally had a futuristic setting, but Cooper decided that he wanted a brighter and more colourful environment for daytime settings and a *"dull monochrome"* appearance for night-time. He said the latter was important because ir creates atmosphere and that he did not want it to look like anything else. The game was of Molyneux's design.

Of the characters, Cooper said that the cars and the player's team members were to be created using vector graphics, and the civilians using *"a mixture of sprites"*. He said that vectors were useful because they enable the characters to be more flexible and they use less memory, which he said was useful because the game was being developed for the PlayStation and Saturn.



Cooper also stated that he was *"working hard"* to make The Indestructibles an impressive multiplayer game, and that he wanted to the BT WirePlay network. According to Génération 4, The Indestructibles's artificial intelligence featured *"very powerful"* algorithms that analysed the player's combat techniques and countered them.

Artist Fin McGhie said that development was not smooth and that it eventually become apparent that it would be unlikely to be completed. He left to form Mucky Foot Productions and The Indestructibles was rebooted, but that also *"didn't work out"*. According to Bullfrog developer Glenn Corpes, The Indestructibles was cancelled because Marvel Comics threatened to intervene if any of the game's superheroes resembled any of theirs. According to Bullfrog designer Alex Trowers, the game was cancelled due to the lack interest in designing superheroes and an inability to obtain a Marvel licence. Corpes said the game *"would have been cool"*, and Molyneux said it *"was a really nice game idea"*.

RetroGamer interview with Glenn Corpes issue #160

"*The Indestructibles would of been cool. It was like multiplayer Quake in that you'd get to know the level well. It didn't happen because Marvel said here's a list of several 100 superheroes, if any of yours are like ours…we'll be talking to you..*"

Major Damage

Publisher Capcom
Release date Q4 1996-1997
Genre Action

Major Damage is an unreleased Saturn action game once due to be published by Capcom.

In Major Damage players take on the role of one of two characters, and traverse across stages shooting enemies while jumping across platforms. It is a "2.5D" game, in which backgrounds are rendered in 3D, but gameplay is played in two dimensions. Sprites are made from pre-rendered computer graphics, pioneered by the likes of Donkey Kong Country.

Major Damage was reportedly axed due to Sega's decision to cease supporting the Saturn console. The game was nearly finished, so the developers instead pitched the idea to Sony for the original PlayStation. Sony rejected it, potentially due to the game's similarities with the game Blasto. David Siller of Capcom Digital Studios has also suggested it was cancelled for just being a bad game.

Two early prototypes of the game have since been leaked onto the internet.

Major Damage

Publisher Capcom
Release date Q4 1996-1997
Genre Action

Major Damage is an unreleased Saturn action game once due to be published by Capcom.

In Major Damage players take on the role of one of two characters, and traverse across stages shooting enemies while jumping across platforms. It is a "2.5D" game, in which backgrounds are rendered in 3D, but gameplay is played in two dimensions. Sprites are made from pre-rendered computer graphics, pioneered by the likes of Donkey Kong Country.

Major Damage was reportedly axed due to Sega's decision to cease supporting the Saturn console. The game was nearly finished, so the developers instead pitched the idea to Sony for the original PlayStation. Sony rejected it, potentially due to the game's similarities with the game Blasto. David Siller of Capcom Digital Studios has also suggested it was cancelled for just being a bad game.

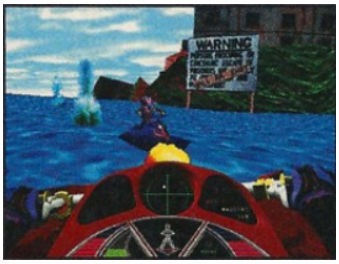
Two early prototypes of the game have since been leaked onto the internet.

Jet Ski Rage

Release date Q4 1995-1996
Genre Racing

Sega Visions (US) #25

Whoever said that a little water never hurt anyone never played this spectacular wet 'n wild game! JetSkiRAGE is best described as a Racing/Fighting game with a tidal wave 360-degree 3-D action. Players race full-throttle through deadly courses, dodging ferocious sharks, armed racers, disgruntled former racers, bounty hunters and floating spike fields. JetSkiRAGE is tons of fun, but it ain't no day at the beach!



The Journeyman Project: Director's Cut

Developer Preso Studios
Publisher Sanctuary Woods
Release date Q4 1995
Genre Adventure

The Journeyman Project: Director's Cut is an update to the PC game, The Journeyman Project, once set to be published for the Sega Saturn and PlayStation. Both both versions were cancelled for unknown reasons.

Sega Visions (US) #25

Consider the fact that the original PC version of this game, The journeyman Project, won the prestigious Multimedia Award for best animation and graphics. Now imagine the next-generation game - on Sega Saturn. The Journeyman Project: Director's Cut is a photo-realistic Adventure game. You're Agent 5 of the Temporal Protectorate, assigned to travel back in time to save the future. Locations include a prehistoric security station, an underwater military complex, and a Martian mining colony. You travel through six panoramic worlds of fluid, full-motion graphics, virtual walk-throughs, fly-throughs, and live-action video sequences. A MIDI sound track enhances the visceral, movie-theater experience.

Maximum Surge

Developer Digital Pictures
Publisher Digital Pictures
Release date Q4 1996

Maximum Surge is an unreleased full motion video game by Digital Pictures, set for release on the 3DO, Mac, PC and Saturn in the first quarter of 1996.

Maximum Surge would have been an on-the-rails shoot-'em-up in which you fight an enemy known as Drexel, who is attempting to replace humanity with cyborgs. Though a demo of the PC version was released and all the footage was shot, no other versions made it to market. The Saturn version was even rated by the ESRB as M. The reason for the game's cancellation is not known, however by 1996 FMV games were on the decline, and may have been considered unprofitable.

Much of the footage in Maximum Surge was reycled to create a movie, Game Over, released in 2003.

GamePro (US) The Cutting Edge: "Spring 1996"
Digital Pictures scored the acting services of Yasmine Bleeth of Baywatch and Walter Koening, who played Chekov on Star Trek, for this one-player interactive action/adventure extravaganza.

Surge takes place in the 21st century. You've been hired as a mercenary to protect the Brokaw Territory and stop evil Drexil (played by Koening) from taking over the world and populating it with androids. Your team includes a mercenary named Jo (played by Bleeth), as well as a computer hacker and a resistance commander. Using an arsenal of weapons, you battle androids and Drexil's other minions across a desert and through a power station. The gameplay includes first-person shooting scenes, as well as interactive scenarios.

Micro Machines V3

Developer Codemasters
Release date Q4 1996-1997
Genre Racing
Mode 1-8 Players

Micro Machines V3 is the sequel to Micro Machines 2: Turbo Tournament, and was released for the PlayStation and PC and in 1997 and 1998 respectively (with a watered-down Game Boy Color version in 2000). It was also once set for release on the Saturn, but this version was cancelled.

Shortly before E3 1996, Codemasters reportedly signed a deal with Sega to bring some of their games to the Saturn, with Micro Machines V3 and Sampras Extreme Tennis being the two main candidates for porting at the time. Neither were released due to complications with the hardware, with Codemasters' only Saturn game being Jonah Lomu Rugby, released in 1997.

Micro Machines V3 on the Saturn was developed in parallel with the PlayStation version, though the differing hardware meant that vast chunks of the rendering code had to be re-written. A number of programming tricks were employed to boost the rendering power of the Saturn - the Motorola 68EC000, used to drive sound on the Saturn was made to convert the 3D models into sprites in real time, in an attempt to get over the "quirky" 3D hardware. Even the SH-1 disc controller was hacked to provide extra help with rendering. The team claim to have had huge problems rendering the 3D world along with all eight cars, though the main game logic, written in C, remained largely unchanged between the Saturn and PlayStation.

The release date of the PlayStation version of Micro Machines V3 slipped from Autumn of 1996 to Spring of 1997, with the Saturn port expected to arrive around the same period. This did not materialise, with the Saturn version being largely unfinished before the axe.

Monster Maker: Holy Dagger

Publisher NEC Interchannel
Release date Q4 1999
Genre Simulation

Monster Maker: Holy Dagger is a simulation game for Saturn. It based on the card game Monster Maker franchise, not related to the PC Engine game. It was a long time in development, but was canceled to the end of 1999 for unknown reasons.

Monika no Shiro

Publisher Pioneer LDC
Genre Role-playing

Monika no Shiro is an unreleased Saturn game. It was developed as Faradoon: The Legend of Dragon Castle, and renamed later in 1997. This game had been placed on the game magazine's release calendar for a long time, but disappeared in mid-spring of 1999.

Mean Machines Sega (UK) #38

There are some very early details of a tasty looking RPG called Faradoon which, like Dark Saviour, seems firmly rooted in the action adventure camp. With Soleil-type gameplay, polygon bosses and a virtual perspective, it's one to watch. One of its heroes is a bit of a dandy, with his white breeches and feathered cap.

Turok: Dinosaur Hunter

Publisher Acclaim Entertainment
Release date Q4 1997
Genre First-person shooter

Turok: Dinosaur Hunter is a first person shooter released for the Nintendo 64. Acclaim Entertainment announced a Sega Saturn version would be made (having been ported from the Nintendo 64) but no such version materialised.

Mean Machines Sega (UK) #48

MONSTER! MONSTER!

MEAN MACHINES can reveal that the game based on Acclain comic character, Turok Dinosaur Hunter, is to be converted to Saturn from its original N64 form. The game is best described as a Doom/Quake clone but set in the open spaces of Turok's antideluvian valley. Coded by Iguana software, Turok features some amazing weaponry, including a nuclear-style rocket-launcher of Independence Day proportions. The dinosaur adversaries are equally impressive, with the most monstrous forms made of thousands of motion-captured polygons. What we've seen of Turok so far has been on N64 - work on Saturn may not even have been started.

Magic: The Gathering

Publisher Acclaim Entertainment
Release date Q4 1996
Genre Simulation

Magic: The Gathering is a PC real-time strategy game based on the Magic: The Gathering universe. Both PlayStation and Saturn ports were planned, but cancelled.

The specific history of this game is unclear. It was published for PCs in March 1997 by MicroProse, but Electronic Gaming Monthly claimed Acclaim Entertainment was the publisher. Acclaim was working on a separate Magic strategy game, Magic: The Gathering: Battlemage at this point - the two may have been confused with one-another.

Both Saturn versions were scrapped before release.

Electronic Gaming Monthly (US) #84

The popular card game Magic the Gathering will soon have its own PlayStation game. Magic will take an interesting approach to its source material by turning it into a live-action war simulation. Players assume the role of a wizard who can summon monsters to do-in a rival wizard. The gameplay is similar to WarCraft with the nonstop action of monster bashing each other. A number of spell effects can be summoned for use, each looking like the card from which they are based. Magic players will like how close to the card game it really is. For example, monsters get summoning sickness. Abilities like Plainswalk and Mountainwalk can be used as well. Acclaim has a real hot license here. Magic fans get ready!

Screaming Wheels

Publisher JVC
Release date Q4 1995

Screaming Wheels is an unreleased racing game set to be published by JVC for the Sega Saturn and Sony PlayStation in 1995. The game was cancelled for reasons unknown.

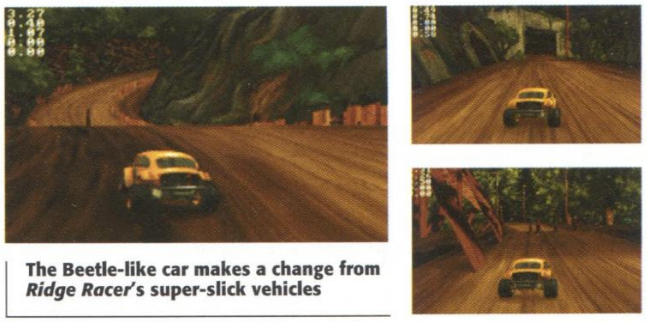
Mean Machines Sega (UK) #34

Not actually on show and expect the name to change, but we're promised a 007-style feast of driving action with oil slicks and guns galore. Blimey.

Mudkicker

Developer Scavenger
Publisher GT Interactive
Release date Q4 1995-1997
Genre Racing

Mudkicker is a cancelled off-road racing game that was in development in 1995 / 1996 by Scavenger for the Saturn, Playstation and PC. The project was meant to be published by GT Interactive, along with AMOK, Scorcher and Into the Shadows, but only the first 2 titles were finished. In January 1997, before Scavenger could complete and deliver the remaining two titles, GT sent Scavenger a letter setting forth notice of *"material breaches of the Agreement by Scavenger"* and purporting to terminate the development of those games. Because of these problems with their publisher and lack of money, Scavenger had to close down. Mudkicker was never finished and vanished forever with the closure of the studio.



The Beetle-like car makes a change from *Ridge Racer*'s super-slick vehicles

Unknown Magazine

Scavenger's most conventional project is an arcade off-road racer. Hydraulic four-by-four racers compete over slalom courses and bridge jumps. For their first driving game, the 3-D engine is impressively fast and smooth.

Premier Manager 97

Publisher Gremlin Interactive
Release date Q4 1996-1997
Genre Simulation

The Sega Saturn version of Premier Manager 97 is an unreleased simulation game in the Premier Manager series. This would have been a more capable than the Mega Drive version.

Though both Saturn and PlayStation port were advertised in the United Kingdom, only the PC version of the game was ever released.

Ninja

Developer Core Design
Publisher Eidos Interactive
Release date Q4 1996-1998
Genre Action
Mode 1-2 Players

Ninja for the Sega Saturn is an unreleased action game developed by Core Design. It was subtitled as Ninja: Shadow of Darkness and released for the PlayStation in 1998, but the Saturn version did not materialise, likely as publisher Eidos Interactive had at this point cancelled all upcoming Saturn projects due to low sales of the console.

Ninja had a prolonged development cycle, originally planned for release in Summer 1996 before being pushed back the November, then to Summer 1997 and finally for its PlayStation release, to September 1998. The game was announced relatively early in the Saturn's lifespan and is thought, much like Tomb Raider, to have originally been built with Sega's system in mind, before being brought over to the PlayStation.

Mean Machines Sega (UK) #44

Core kept a suprise development, Ninja, from the journos until the ECTS event. MEAN MACHINES was the first to view this stunning new slant on the beat 'em up. Set in the times and landscapes of an oriental feudal fantasy, the brave young Kuwosawa fights polygon samurai, towering lizards and to be perfectly frank, large monsters. The graphics are pretty incredible, with a chunky, isometric 3-D of admirable detail even at close rangem including spectacular architecture which leaps out of the screen at you. Core are planning a late summer release for this very exciting game.

The Incredible Shrinking Character

Developer Go-Go Interactive Studios
Publisher Cyberdreams
Release date Q4 1996
Genre Action-adventure

The Incredible Shrinking Character is a cancelled action adventure game that was in development by Go-Go Interactive Studios and that would have been published by Cyberdreams for the Playstation, Saturn and PC in 1996. The plot involved a crazy doctor that shrinked the main character with an experimental potion. Players would had to explore the (now) huge laboratory resolving puzzles, to find a way to return to normal.

As we can read at Bill Narum'website, former owner of Go Go Studios:
The year is 1959. You are a Private Investigator hired to investigate the mysterious disappearance of Julie Caldwell, daughter of a wealthy east-coast industrialist family. The subject, in her early twenties, was last reported heading to visit the home and laboratory of Dr. Warren Franklin.

On the afternoon of January 30th, you head off to the doctor's castle for the interview of a lifetime. Unknown to you, Dr. Franklin has laid a trap, and you awaken in a stupor to find yourself only 3 feet tall and gradually shrinking. You realize now that finding Julie will be no simple task.

Another reoccurring sound you can't help but notice is that of a female screaming, most likely the victimized Julie. The volume and intensity increases as you approach the dungeon. You must find the antidote and save Julie soon, but first you must evade becoming dinner for the doctor's house cat, and numerous other deadly creatures, bats, rats, roaches and ants, etc. that inhabit the mysterious castle.

They planned at least 10 levels in the game, in which the main character would have shrinked more and more each hour, leaving us to deal with big ants and size-based puzzles. A short preview of The Incredible Shrinking Character with some screens were published in NextGeneration magazine issue 14 and some more info on the project can be found at Bill Narum'website. A playable beta demo for PC was also released on the internet.

"unseen64.net"

Vandals

Developer Accolade
Publisher Accolade
Release date Q4 1996
Genre Action

Vandals is an unreleased action game announced by Accolade for the Saturn and PlayStation.

Some concept art of the game was shown, but little else.

Electronic Gaming Monthly (US) #83

Accolade recently game EGM an exclusive look at their under-development title code named Vandals. This adventure title has some totally weird and cool characters. Vandals might just be a popular title. Since EGM only has a small amount of info and has seen an early version of the game, it's hard to say what later versions will consist of. One thing is for certain, the sketches are cool!

Virtua Hamster

Developer Sega, David A. Palmer Productions
Publisher Sega
Genre Action

Virtua Hamster is a unreleased 32X and Saturn game. The game was to star a variety of selectable rodents attached to rocket packs who could travel through a series of connected tubes, fighting each other and avoiding various obstacles.

It was built solely with the 32X in mind, however after the console failed development moved to the Sega Saturn for a short while before being axed completely. It is also reported that Sega of Japan were not keen on use of the "Virtua" in the game's name, possibly so that the game was not associated with Sega AM2's Virtua Fighter and Virtua Racing. An alternate box mock-up uses the title Virtual Hamster instead.

In August 2009, Ryo Suzuki of SEGASaturno.com dumped an early prototype version of this game. In it, the only selectable character is hamster, Chip, and there is only one empty level (though there are numerous non-moving 3D models of other characters and items dotted around the map). A resets the game, and B/C can be used to move the camera forwards and backwards through the tube. There are also two Sega screens.

Opposite Lock

Developer Quickdraw Development

Opposite Lock was an early beta version of Wreckin Crew. The graphic style remained the same, but the screenshot in the gallery below is probably from a target render (also the HUD is different).

Opposite Lock was in development by Quickdraw Development/Telstar for the Playstation, Saturn and PC. It seems that Opposite Lock was going to be an arcade with colorful graphic and stylized vehicles based on real-life cars (as Chevrolet and Ford). It's currently unkown why the game was canned.

The original press release:

Based around a blisteringly fast game engine, Opposite Lock is an arcade style, 3D hot rod racing game that also includes combat and stunt driving aspects. With most driving games nowadays concentrating on showing off the polygon engine rather than presenting a fast and furious racing game, Opposite Lock sets out to redress this balance by putting the FUN back into the genre. Modern racing games tend towards the simulation end of the driving spectrum and ignore the qualities that made Hard Driving, Power Drift and Mario Kart so popular. Opposite Lock offers you the chance to drive a whole host of stylised and customised vehicles from 1957 Chevrolets to Ford pickups, each with their own individual attack moves. There are stunt tracks, cup competitions and head to head modes, not to mention a demolition derby competition and a complete action replay and video editing suite to play back and save your favourite moments.

• Multi-player option that allows up to 32 players on a network. In-game pickups and upgrades, including weapons, nitros and repair kits.

• Over 100 different road side objects which interact with the players car. Hit a tyre stack and the tyres bounce all over the track!

• Full screen VGA and SVGA modes ensure that you are in the thick of the action at all times.

"unseen64.net"

Perfect Weapon

Publisher American Softworks
Release date Q4 1996-1997
Genre Action

Perfect Weapon is an action game for the PlayStation. A Sega Saturn version was announced, but cancelled for unknown reasons.

Mean Machines Sega (UK) #53

EA is pretty busy at the moment, as it's currently preparing Perfect Weapon for a February release. Players take on the role of the stupidly monikered Blake Hunter, martial arts expert, and are faced with a staggering 1300 3D locations to explore. There are 20 types of alien critters to duff up and, thanks to advanced AI, you can expect simultaneous attacks from up to five enemies at once. The gameplay takes the form of a scrolling beat-'em-up, with loads of martial arts to discover. If all goes according to plan, a preview will be gracing these pages next month.

The Sacred Pools

Developer SegaSoft
Release date Q4 1996-1997
Genre Action

The Sacred Pools is an unreleased PC and Sega Saturn full motion video game. It was one of the first projects to be announced by the newly formed SegaSoft, although very little is known about what the project entailed.

The game featured at E3 1996 but was not seen afterwards.

Mean Machines Sega (UK) #45

Just when you thought the interactive movie was dead... along comes Sacred Pools. This is another Segasoft venture, and one which they say revolutionises adventure gaming by mixing computer graphics with video footage. At present only the video footage was on show, and it's the usual mix of Dr.Who effects and actors without dignity. And we thought they'd learned their lesson with Double Switch.

Pinky and the Brain

Electronic Gaming Monthly #84

Warner Bros'. maniacal Animaniac character The Brain and his not-so-brainy partner Pinky will soon make their video-game debut in this Saturn title - courtesy of Konami. If you're not familiar with the pair, Brain, of course, is the smarter of the duo, and he uses his genius to devise plans for taking over the world. Pinky, on the other hand, ain't all that interested in world domination; he just hangs out with his pal The Brain and usually fouls his partner's plans. The Saturn version will follow this wacky story line with The Brain heading off on yet another insanity-riddled adventure and Pinky just going along for company.

Return Fire

Developer Prolific
Publisher Williams Entertainment
Release date Q4 1996
Genre Action

Return Fire is an unreleased Sega Saturn game, ported from the Panasonic 3DO. It is a top-down 2.5D action game, in which you control a variety of vehicles and shoot enemies.

The Saturn version of the game was completed and was ready for release, but complications arose. Hitachi, manufacturers of the HiSaturn, noted that the game did not run correctly on their variant of the console, leaving the developers (Prolific) waiting for a HiSaturn console to test the game on. After this setback the game's publisher, Williams Entertainment, decided to avoid publishing games for the Saturn, and hence the project was effectively scrapped. Other versions of the game were released, however, including a version for the PlayStation.

The full Saturn version of the game was leaked onto the internet in 2007. It was also reviewed by several publications at the time and given a relatively high score.

A Sega 32X version was also planned at one point.

Rattlesnake Red

Publisher Acclaim Entertainment
Release date Q4 1997
Genre Action

Rattlesnake Red is an unreleased action game for the Saturn and PlayStation. It was heavily inspired by Warner Bros.' Looney Tunes shorts.

Rattlesnake Red was reportedly cancelled due to the game not living up to expectations. It has been accused of being poorly managed, watered down from its original aims and "designed by commitee" by lead animator Sunny Strasburg.

Mean Machines Sega (UK) #51

Sega has announced what could well be the Saturn beat-'em-up event of the year, Fighter Megamix! Simply put, the game Saturn owners can look forward to is essentially Virtua Fighter 2 Vs Fighting Vipers, with all the characters from both games included. Developer AM2 have also started that a number of other faimiliar faces will also be included as well as secret fighters. Since they're responsible for Virtua Cop 1 & 2 and Daytona USA, things could get interesting. The Virtua Fighter characters will have some of their all-new VF3 moves, and the Vipers are getting some new attack patterns too. Stages will be a mixture of Fighting Vipers and Virtua Fighter 2, with walls and fences included. All characters will be able to dodge and perform mid-air recoveries, and the some of the-Virtua crew's moves are being upgraded to armour breakers. Also new to the game is a rime attack mode, where you only have a set amount of time to complete the entire game! Unbelievably, Fighters Megamix is set for release in Japan on December 21st, so hopefully, hopefully, we'll have more info, and even some pics, next month. We can't wait!

Rebellion

Genre Adventure

Rebellion is an unreleased full motion video adventure game for the Sega Saturn. An early prototype is known to exist.

Rayman 2

Developer Ubisoft
Publisher Ubisoft
Release date Q4 1996-1997
Genre Action-platformer

by: raymanpc.com

Early in its development, Rayman 2 was intended to be a 2D game, which would have been very similar to the original Rayman in terms of graphics and gameplay. This 2D game would have been released for the Saturn and PlayStation.

The game would have had a much stronger similarity to the original game than the final version did. The art style would have remained very similar to that of the first game, as would the gameplay, with a few notable additions. The mechanical gameplay was to be more accessible and less difficult than that of the original Rayman game, but it was also to be more cerebral; puzzles would have taken on a larger role, as can be seen in the playable level which was included with the PlayStation version of the final game.

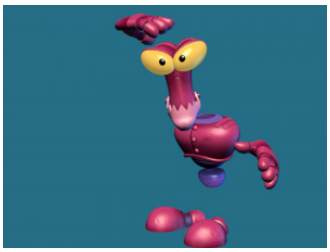
According to one magazine article, the game was due for release in the late Autumn of 1996. It is unknown exactly how near the game was to completion, but it seems that its music had not yet been composed when the game was scrapped. However, the magazine's article on the game stated that 'it's already in a fairly advanced state – expect to see a preview next month'.

When the developers saw Naughty Dog's original Crash Bandicoot game at the 1996 Electronic Entertainment Expo, they became aware of the new gameplay possibilities offered by the 3D platform genre. This lead to their cancellation of the sidescrolling Rayman 2 prototype in favour of the final 3D game.

The plot of the cancelled game was similar to that of the final Rayman 2. In the prototype game, Mr Dark has been defeated and has vanished from Rayman's island. Then, evil robotic invaders from space arrive, and Rayman has to defeat these invaders while rescuing his friends from their imprisonment – one character who was imprisoned by these robots was Betilla the Fairy. The robots planned to convert the entire planet into a cold ball of metal. A character named the Chief, similar in design to the General, would have been involved in the game's story, and probably would have played a much larger role than that of the General in the final version. It has been speculated that he was the game's villain, and was replaced by Razorbeard in the final game. Betilla, and possibly other characters from the original Rayman would have returned, and new friends would also have appeared to aid Rayman.

Rayman would have started the game with all of the powers he received during the original game, with the exception of the running ability. He would have gained additional powers as the player progressed. His telescopic fist would have been able to fly around more freely, and with greater momentum; punching and jumping in a certain way would even cause the fist to circle Rayman completely due to the centrifugal force. Rayman would have been able to punch through certain surfaces to open up secret passageways. As in the final 3D game, Rayman would have learned to swim. Rayman would have met new friends, and some of these would have followed and helped him during gameplay.

Rayman would have started using mechanical tools and devices. These would have included a plunger vehicle (possible something similar to the plunger gun in Rayman Raving Rabbids), a hook, a laser pistol, and a 'deviant' – a device used to make Rayman's telescopic fist rebound. Rayman would also have been able to mount and ride certain vehicles and creatures, including a robot dinosaur (this idea was recycled in the cancelled Rayman 4).



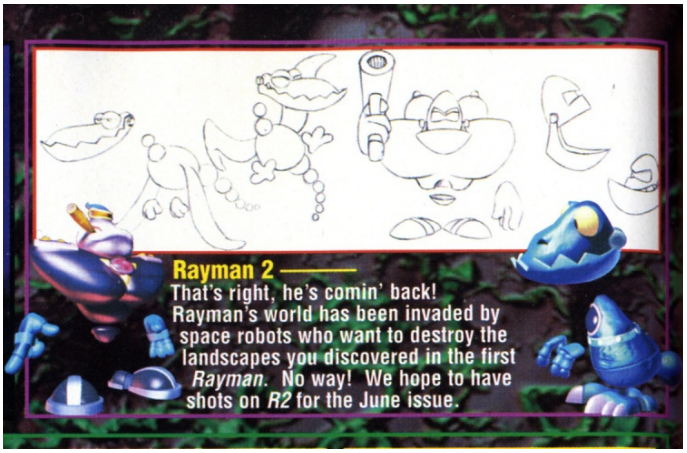
One new platforming element was the addition of a 'cowardly' platform, which would shrink away from Rayman in fear should he approach it. Punching the platform would create a sparkling connection between it and

and Rayman, which would prevent it from escaping while the connection endured. This new power was to be called the platform fist. Very similar-looking (though otherwise completely different) platforms were found in the Game Boy Color version of Rayman. Perhaps the most significant alteration to the gameplay was that the levels were now two-layered; there was both a background and foreground. Enemies in the background could fire projectiles at Rayman while he was in the foreground, Rayman would be able to teleport himself between layers by activating a device that resembled a shower with a toilet-handle attached. This background–foreground system was quite similar to the one found in the games Oddworld: Abe's Oddysee and Oddworld: Abe's Exoddus.

Another new addition to the game were floating, purple bombs. These explosives could be moved around the area by Rayman's punches, but would detonate upon contact with Rayman or each other.

Another new object was a small floating box with a hand protruding from it; some of these boxes floated stationary, but others moved horizontally or vertically. When Rayman punched the hand, his fist would bounce off it; this would allow Rayman's fist to reach otherwise unaccessible spots, such as an out-of-the-way life statue, or let him his a floating bomb from another angle. It was even possible for the fist to be bounced around between multiple floating hands.

Tings would have appeared in the game; unlike the sparkling, blue Tings of the original game, these Tings would have been silvery and metallic, and reflected their surroundings, like small convex mirrors. Life statues and exit signs would also have returned. Red flying rings would have returned, although, strangely, they functioned the same as purple ones.



The Chief and an unnamed robotic dinosaur appear prominently in this preview image of the game.

In the final 3D PlayStation version of Rayman 2: The Great Escape, the player can unlock a single level from the canceled 2D version of Rayman 2. This is done by collecting at least 90% of the Yellow Lums, then completing the Crow's Nest level. Since the PlayStation version of Rayman 2 has only 800 Yellow Lums to collect, the player only needs to collect 720 of them in order to access the level. The level takes place in a grassy environment with strange rock formations in the background, in addition to a cloudy, purple sky. Music from the Walk of Life level plays in the background.

An inspection of the files on the disc of the PlayStation version of Rayman 2 reveals a file called RAY.INF, which contains only the following French text:

///RayMan 2 PlayStation/version:01.12d/date:31 mai 1996/gravure:Vincent Greco/demande:equipe RM2 Sony/destinataire:equipe RM2 Sony/usage perso/ derniere version/

Its exact meaning is unknown; however, Vincent Greco was the lead programmer on the original Rayman game, and went on to work on Rayman M and Rayman 3. Judging by the appearance of his name in its files, it would seem that he was also involved in the production of this prototype.

Re-Loaded

Developer Gremlin Interactive
Release date Q4 1997
Genre Action

Re-Loaded, frequently known as Reloaded is the sequel to Loaded and was released by Gremlin Interactive in 1996 for the PlayStation and later DOS computers. It was once set for release on the Saturn, but this version was cancelled for unknown reasons.

Re-Loaded is peculiar in that its Saturn port was heavily previewed and advertised before cancellation. Demo versions of game were even released to the public as part of Gremlin Interactive Demo Disc, Saturn Power No. 2 and an issue of Sega Magazin, featuring the first level of the game.

Many print magazines, including the United Kingdom's Sega Saturn Magazine reviewed full versions of the game (or claimed to have full copies ready for review). Saturn Power ran a competition where customers could win free copies of Re-Loaded, but as the full game was not released, entrants were offered alternative Saturn games. Dean Mortlock who worked on the magazine later described the full game as "awful".

Re-Loaded was at one point scheduled for a release in Europe in Spring of 1996, though the PlayStation port did not arrive until November. No North American or Japanese releases were ever confirmed.

Mean Machines Sega (UK) #53

Gremlin will be revisiting its space criminals on Saturn again this spring, with the follow-up to Loaded. The conversion of the original was a suprise hit for the Sheffield developer - No.1 in the charts in fact. Re-Loaded is essentially more of the same, with some of the irritations of the original smoothed out. The Vox character has been 'erased', but two more more take her place, the cannibalistic disco bunny known as The Consumer, whose favourite recipe is 'Beefy Brains' and Sister Magpie, intergalactic nun. Ex-2000 AD artists have created new artwork and rendered sequences for each. There are also six new planets split into multiple overhead-viewed sub-levels, taking one or two players to confront their old adversary FUB, now brain-merged with a hippie artist resulting in the creations if a gigantic beast known as CHEB. The levels are more compact than their sprawling predecessors, new puzzle elements, more sophisticated than those door-key conundrums of Loaded. Smarter graphics and a more noticeable 3D perspective have also been developed. Expect Re-Loaded sometime in the early Spring.

Shenmue

Developer Sega
Publisher Sega
Genre Role-playing
Mode 1 Player

The first prototype for Shenmue began back in 1995. The Old Man and the Peach Tree was to be a Sega Saturn title that would increase freedom of conversation and controllability as well as give player free motion and promote conversation with a world's characters. It would follow the player in a third-person view, and would be complimented with cinematics.

It would be set in 1950s China, in the city Luoyang - an idea that came to Suzuki after visiting the country in 1993. It would tell the story of a man named Taro. This young man would visit China to search for a Kung Fu master named Ryu.

Suzuki had it planned out so well that he detailed a cutscene where a man suspected of being Ryu was shown skipping rocks across a lake. Every rock skip would hit a fish, taking them out, and leaving them floating belly up. Sometimes he would hit two or three fish with one stone. After witnessing this spectacle, Taro was certain that the man was in fact Ryu.

Spider: The Video Game

Developer Boss Game Studios
Publisher BMG Interactive Entertainment
Release date Q4 1997
Genre Action

Spider: The Video Game, known simply as Spider in Europe, is an action game released by Boss Game Studios for the PlayStation. A Saturn version was also in development, but was cancelled for unknown reasons.

The Saturn Spider is said to have had six months of development time, and was heavily previewed (and even reviewed) by the gaming press. Its PlayStation counterpart received another year and a half's treatment before release in early 1997.

Spider is often confused with another cancelled Saturn release, Tarantula.

Mean Machines Sega (UK) #45

BOSS game studios big ideas: Take a cyber spider and pit him against a range of polygon beasties. Nice backgrounds, but why has a spider fot homing missiles?

Split Realities

Developer Funcom
Publisher JVC
Release date Q4 1995-1996

Split Realities is a 2D action game developed by Funcom and was set to be published by JVC for the Sega Saturn and PlayStation. The game was cancelled, although some material was apparently reused for Funcom's PC game The Longest Journey.

GamePro (US) The Cutting Edge: "Spring 1996"

As Solo Axelrod, you're the only person who can slip between the worlds of unpredictable nature and cold, harsh technology.

I this one-player role-playing game, you must use advanced fighting skills, ingenuity, and magic to defeat an evil force that's working overtime to destroy both worlds.

Tarantula

Developer Scavenger
Release date Q4 1996-1997
Genre Action

Tarantula was a planned PC, PlayStation and Sega Saturn action game. No versions were released, possibly due to the closure of Scavenger.

This game is often confused with Spider: The Video Game, another cancelled Saturn game featuring playable spiders.

Mean Machines Sega (UK) #45

A rolling demo of team Mescal's creepy-crawly adventure demonstrated the immense promise Tarantula has. The pictures here are real-time game shots, as you control a deadly spider out to save her spiderlings after a rat runs off with the egg sack. The mundane interior of the Desert Rose Deli in Texas provides the backdrop to a miniature drama in nature.

Waterworld

Developer Ocean Software
Publisher Ocean Software
Release date Q4 1995-1996

Waterworld is a platform action game developed by Ocean Software for the Mega Drive, 32X and Saturn based upon the 1995 Waterworld film. The game was set for release in September 1995, but was cancelled for unknown reasons. Development for the game was completed, with releases for the SNES, PC, Game Boy and Virtual Boy.

A copy of the Mega Drive ROM has since been dumped and released on the internet.

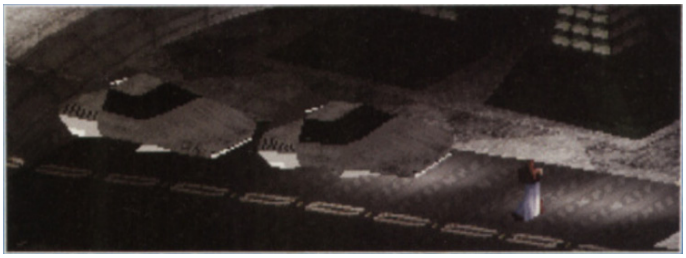
Syndicate Wars

Developer Bullfrog
Publisher EA
Release date Q4 1996-1997
Genre Strtegy, Action

Syndicate Wars is a strategy game and sequel to Syndicate, developed by Bullfrog and published by EA for DOS computers and PlayStation. A version for the Sega Saturn was also in development, but was cancelled in early 1997. Reportedly the Saturn version was in an advanced stage of development, missing only full motion video segments.

Mean Machines Sega (UK) #43

MEAN MACHINES are the first to know that the Bullfrog's 'Playstation only' product, Syndicate Wars, will now be a future Saturn title. The next generation sequel to the fantastic Syndicate has been in development, with such innovation as video sequences interlaced into fully manipulatable 3-D worlds, light-sourcing, etc. Now Bullfrog, bouyed by the quality of their other Saturn conversions, are satisfied the machine can handle 'Wars, The future-set game places you as a cyborg operative of a crime Syndicate, with orders to fulfil some bloody and ruthless missions. As the PSX version is not out yet, the Saturn version won't be that far behind!



Theme Hospital

Developer Bullfrog Productions
Release date Q4 1995-1996
Genre Simulation

Theme Hospital is a PC hospital simulation, and a sequel of sorts to Theme Park. It was also briefly known as Sim Hospital.

Developers Bullfrog Productions announced Sega Mega Drive and Sega Saturn ports of the game before any significant work had been done on the PC version. The Mega Drive version was scrapped by mid-1995, and the Saturn version at some point thereafter. A PlayStation port was released, however.

No screenshots or footage of either Sega version was ever released.

Sonic X-treme

Developer Sonic Team, Sega Technical Institute
Publisher Sega
Release date Q4 1996
Genre Action-platformer

by: sonicretro.org

Sonic X-treme is an unreleased Sonic the Hedgehog game, developed by Sega Technical Institute and set to be published by Sega of America during the mid-1990s.

X-treme is perhaps the most infamous Sonic game to be cancelled, and personifies much of the problems related to Sega's corporate structure for much of the decade. Following a showing at E3 1996, X-treme was aggressively pushed by Sega of America in an attempt to boost flagging Sega Saturn sales during the Christmas 1996 season. However after a troubled development timeline, the project was shelved, and a Saturn port of Sonic 3D: Flickies' Island was released in its place.

Only one form of Sonic X-treme was officially revealed to the public - a Sega Saturn game featuring Sonic the Hedgehog in a fully-rendered 3D world. However, the project dates back much further, to the latter half of 1993 in which proposals were put forward for a Sega Mega Drive game. Development then shifted to the Sega 32X, Sega Saturn and finally Windows, before ending in early 1997.

With the release of Sonic & Knuckles, Sega was more than aware of the potential contained within the Sonic franchise. Not wanting to lose the momentum created by the string of hits in the early 90's, Sega wanted to create the next "big" Sonic game, along with a slew of other titles to help support it. While games like Knuckles Chaotix, Sonic 3D: Flickies' Island, and even G Sonic were being done in other areas of Sega, Sega Technical Institute received the big assignment - to create the true successor to Sonic & Knuckles.

With such a daunting task ahead of them, and with the Japanese side of STI returning to their home country, the American team behind such games as Sonic Spinball, The Ooze, and Comix Zone dove head first into a project that would take numerous twists and turns before its cancellation.

The earliest pitches as to what would ultimately result in the "Sonic X-treme project" were meant to be developed for the Mega Drive. The furthest along of these pitches was Sonic-16, a game based on the Saturday morning series Sonic the Hedgehog. Headed by Peter Morawiec, the game was meant to be a slower, more story-intensive platformer. The second pitch was of an untitled isometric game starring Sonic, the only work done being a single conceptual screenshot by video game designer Chris Senn.

Though both were ultimately passed on, they helped lay the groundwork for a third pitch that was accepted - Sonic Mars. Led by Michael Kosaka and featuring work by Chris Senn, the game was meant to be a fully polygonal representation of Sonic on the ill-fated Sega 32X. Before returning to Japan, Yuji Naka was shown the early animated work for the project, in which he could only shake his head and offer two very important words: "Good Luck."

The first test animation created for Sonic X-treme's precursor, Sonic Mars

Because of internal disputes between Michael Kosaka and Dean Lester, Kosaka left Sega in 1995, leaving the still-young Sonic Mars without a lead designer. Chris Senn, who had never been in a leadership position before in such an ambitious project, was thrust into the job. Though given the impression it was only a temporary position until another, more experienced designer could be found, he held the position through most of the development of the game. It was around this time that the Saturday morning cartoon elements were dropped from the game, and the decision to switch platforms to the next generation Sega system was brought up.

Due to the confusion behind what the true successor to the Mega Drive was to be, an effort was made to focus the development on the proposed cartridge-based nVidia-powered system being developed by Sega of America. Though the system promised to be even more capable at 3D rendering than Sega of Japan's "Project Saturn", a failed demonstration of the nVidia chip caused Sega of America's project to be turned down, and development shifted once again to a new console.

With the project fully underway, development for Sonic X-treme was split into two separate groups. The first, led by Chris Senn and programmer Ofer Alon, focused on the main body of the game, creating the worlds that Sonic would run through. The second

group, led by programmer Chris Coffin, was tasked with creating the boss encounters, with a completely separate engine started in the 32X-era of the project.

Both teams were watched over by Mike Wallis, who also become responsible for the smaller groups forming in each team, focusing on different aspects of development. Even though these divisions were meant to make development easier, in practice the entire process was a mixture of inconsistency and confusion. With certain people working on levels that hadn't been approved, others waiting until the programming was done, and lack of communication across the board, it was clear that this would not be an easy undertaking.

Originally developed on the Macintosh platform, Ofer Alon's engine was quickly ported over to the PC, with the intent being to port the code to the Sega Saturn. While the levels played smoothly on the PC, Ofer's early attempts at porting the code to the Saturn were anything but, a framerate of only three or four being the maximum. This, coupled with the numerous delays and internal arguments at SOA, prompted the executives to intervene.

At a meeting with Alon and Senn, technical director at STI, Robert Morgan informed the duo that they were bringing in a third party, a company called Point Of View (POV), to take over programming duties for the game. Showing the two a very basic display of Sonic on a checkerboard surface, Senn could not help but scoff at them. Though POV's stated purpose was to port Alon's work to the Saturn, it was made clear that yet another layer had been added to the X-treme development saga, Ofer Alon essentially being demoted. While Ofer took it in stride, Chris Senn was livid, unable to believe that Sega would want to essentially start from scratch.

Regardless, work on the engine continued, with Ofer Alon secluding himself to focus. POV, meanwhile, began its attempt to port an older version of the engine, finding it just as difficult as Ofer did when he tried, if not more so. Making matters worse, in March of 1996, a group of representatives from Sega of Japan (including then-president Hayao Nakayama) visited the American branch, expecting a presentation of the work done so far to Sonic X-treme. Instead, effectively two presentations emerged - one demonstrating Chris and Ofer's PC engine, and another by POV.

Viewing the broken efforts of POV, Nakayama was furious at the state of the project, oblivious to the fact that it was not reflective of the work being done by Ofer. Pointing to the engine being the boss battles, he ordered STI to make the rest of the game like that. By the time Chris Senn arrived, the Japanese executives were already tense, and though he had a brief moment to mention that another, further along presentation was on its way, nerves got the better of him. Due to the poor reception of STI's first showing, Nakayama and the rest had already left the building when Ofer Alon arrived.

The layout to the first level in Sonic X-treme, Jade Gully.

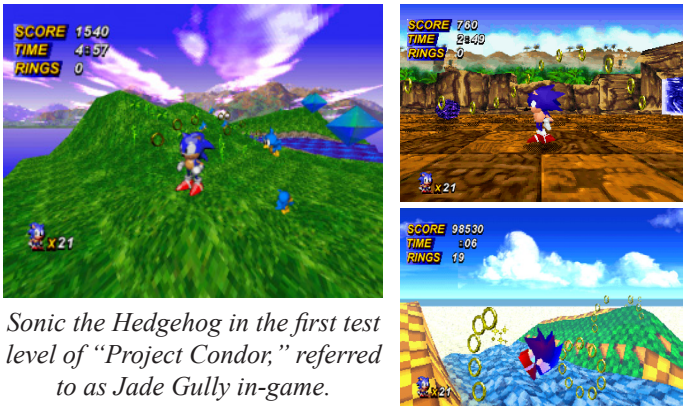
In the aftermath of the meeting, STI was left with little choice but to follow Nakayama's demands, dropping Ofer Alon's work. Making Chris Coffin lead programmer, Mike Wallis gathered his team and sequestered them away from the politics at the STI headquarters, so they could focus on the project in the hopes of having it done by Christmas.

Knowing time was not on their side, Wallis turned to then-new CEO of Sega of America Bernie Stolar, asking him for the engine being used for NiGHTS into Dreams, the Sonic X-treme team in desperate need of the development tools within. In a few days, the engine arrived, and for the next two weeks the team became familiar with the engine, thankful they wouldn't have to spend precious time programing elements that were already fully working within NiGHTS. However, development using the engine was forced to cease, Yuji Naka having learned that his work had been taken without his consent. Threatening to quit, Sega bent to Naka's wishes, and the X-treme team was forced to start back at square one.

Desperate to make the deadline, programmer Chris Coffin moved into the development headquar-

ters, working almost non-stop, the few hours of sleep being had in a cot within the office. The strain of the project became simply too much, Chris being overtaken with pneumonia in August of 1996. With doctors saying he only had months to live if he kept this up, Coffin was forced to bow out of the development cycle. With its lead programmer out of commission, Mike Wallis was forced to tell management that the game would not be completed in time for Christmas.

Though the official word was the project had been postponed, those involved knew the game had finally been canceled after years of production. To fill its place, a hastily-done port of Sonic 3D: Flickies' Island with enhanced graphics, a new special stage, and redone music was released on the Saturn that year. The advertisement money that was intended for X-treme was devoted to Sonic Team's NiGHTS into Dreams, which became the Saturn's top seller that Christmas, the port of Flickes' Island being second.



Sonic the Hedgehog in the first test level of "Project Condor," referred to as Jade Gully in-game.

Even though they had been removed from the project, Chris Senn (who was also suffering severe medical issues as a result of Sonic X-treme) and Ofer Alon continued to work on the engine and the textures used for the levels. Creating another presentation, the two showed off their work to the PC division of Sega with the hope that the game would be released on PC, where it always worked at the proper framerate.

The management declined to take it on, citing it was not in their budget to finance a new game, preferring to stick with ports of existing Sega titles. While Chris Senn believed the real reasons were just more internal politics at Sega because of Nakayama's distaste for the shoddy port of Ofer's work, the end result was still the same. Ceasing work on Sonic X-treme, Ofer left the company, thus putting an end to the Sonic X-treme development saga.

With the cancellation of Sonic X-treme, the Sega Saturn would not see a core Sonic the Hedgehog title released on the system. Though Sonic Team, fresh from their work on NiGHTS into Dreams, did briefly work on a Sonic title for the system, they realized it would be futile to continue further, seeing as the system's short lifespan was already visible. Taking what they had, they quickly slapped together the Sonic World area in Sonic Jam, applying what they learned from this experiment into the production of Sonic Adventure, which would ultimately be released on the Sega Dreamcast.

Sega of America, having never officially canceled Sonic X-treme in the public's eye, at one point teased the idea of certain concepts from X-treme (such as Sonic's proposed arsenal of new moves) being carried over to Adventure, but in reality it was all spin to try and rebuild brand loyalty in US, who had felt burned at the lack of a new Sonic platformer for the Saturn.

X-treme stands as one of several examples of the fraught relations between Sega of Japan and Sega of America, others being the Sega 32X console itself, as well as problems concerning the Saturn and Dreamcast.

The storyline for Sonic X-treme was one never set in stone, with quite a few ideas thrown about during the development process. The best known of these (which were mentioned in such magazine features as the Red Shoe Diaries) explains that Sonic the Hedgehog, having received a "bluestreak" distress signal, runs over to the home of Professor Gazebo Boobowski and his daughter, Tiara. The two are the guardians of the Rings of Order, and also know the ancient art of ring smithing. Dr. Eggman, having learned of the rings, has set about to claim them himself, prompting the professor to ask Sonic to retrieve the mystical rings before the evil doctor. When explaining the evolution of the storyline years later, Chris Senn stated that the "Rings of Order" story was hastily thrown together for the specific purpose of the Red Shoe Diaries feature in Game Players, the "final" story having yet to be solidified.

No less than seven other storylines were created over the project's lifespan, the final one authored by Hirokazu Yasuhara and Richard Wheeler. In this version, Dr. Eggman returns with a Death Egg that is larger than planet Earth, its gravity causing other planets to fall into an orbit with the space station. Miles "Tails" Prower teleports Sonic to the Death Egg in the hopes of stopping Eggman's latest scheme, but the beam is intercepted by one of the planets now in orbit. Finding himself on a strange world, Sonic also discovers that the badniks Eggman are using are

powered by an alien species called "Mips," the natives to the planets that have become a part of the Death Egg's defenses.

Earlier storylines also briefly considered using the cast of the Saturday morning series Sonic the Hedgehog, though those iterations of Sonic X-treme never went beyond the conceptual phase.

Nearly from the get-go, the intent of Sonic X-treme was to place Sonic the Hedgehog in a completely 3D environment, building upon the ideas of exploration and the "go-anywhere-or-run-through" concept. The levels were constructed in an almost tube-like fashion, the camera pointing ahead to encourage the player to run forward towards their ultimate destination. Because 3D was still new and X-treme was experimenting with how to properly have Sonic in a 3D world, the camera was given a "fish-eye" lens, in an effort to let the player see more of their surroundings within a given zone. Taking a cue from the special stages in Chaotix, Sonic was also supposed to have the ability to run up walls and walk on ceilings, giving what might have seemed like a linear level added areas to explore.

Originally, Chris Senn wanted to use a number of playable characters, including Miles "Tails" Prower, Knuckles the Echidna, and newcomer Tiara Boobowski, giving each their own style of gameplay and camera perspective. Sonic's was meant to be a 3/4 view, Tails was to have the camera positioned behind him, Knuckles would have had a top-down view, and Tiara's gameplay would have been viewed from the side. Though Chris Senn, the lead designer through most of Sonic X-treme's life, was excited at the prospect of multiple characters and styles, the game's lead programmer, Ofer Alon, convinced Chris to keep things simple and focus on the core Sonic gameplay, and to only add more characters if time allowed.

Chris Coffin, the lead developer of the boss stages, also briefly toyed with the idea of Amy Rose being a playable character, modifying the Sonic sprite set the team was using to look like the pink hedgehog. However, aside from the sprites being made, nothing else was done with the concept.

The game was also meant to introduce a variety of new moves into Sonic's arsenal. Among them were the "Power Ball" (an attack to strike down on enemies below), "Super Bounce" (a jump with added height but less control), "Ring Shield" (a shield one could create at the cost of a number of rings collected), and the "Sonic Boom" (an attack in conjunction with the Ring Shield to attack all enemies on screen). There was also meant to be a ring attack, where Sonic could throw the rings he had collected at enemies, an idea that was introduced early on in the Sonic X-treme development cycle.

Even though there was no official announcement, it became quite clear that Sonic X-treme was indeed canceled, and soon became a wildly discussed myth in fan circles, little known about what had happened to the game. It was only with the growth of the Internet and a fanbase reaching adulthood that allowed proper inquiry into what had really happened, resulting in fan contact with Mike Wallis, Chris Senn, and Christina Coffin. This outpouring of support led to the creation of the Sonic Xtreme Compendium, a site owned and operated by Chris Senn meant to organize the many resources made during the project, and chronicle the highs and lows of development.

Though no copy of Ofer Alon's engine has been released, a prototype of Chris Coffin's boss engine (early in its conversion into "Project Condor") was put up for auction on ASSEMbler Games, and though effort was made to buy it for public release, it was ultimately sold to a private collector.

The latest major release of material concerning the game was in 2009, when a package of unreleased textures and level data was leaked to the public. Coupled with a viewer, the release finally allowed fans to experience the levels that were meant to be in Chris and Ofer's Sonic X-treme, albeit in an unplayable format.

In 2014, ASSEMbler Games member Jollyroger acquired a source code archive of Point of View's work on Sonic X-treme. This archive contains the source for builds v37 and v40 of Ofer Alon's engine and level editor titled "SonicBoom", along with level data and a never before seen engine programmed from scratch by Point of View on Sega Saturn. The PC version of the engine requires an nVidia Diamond Edge 3D NV1 video card, NV1 SDK and a Windows 95 system to work.

The v37 engine has been recompiled in the latest version of Visual Studio and the NV1 renderer code was converted to render in OpenGL instead. It was released for first time on February 23, 2015 as a single level demo. The level featured in this release was the same version of Jade Gully featured in the E3 1996 trailer.

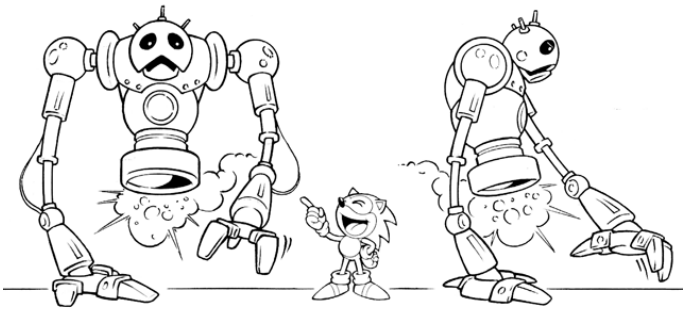
In 2016, Jollyroger discovered that the POV archive also contained binaries of build v001 on PC from 1995. This build is very early, with no controllable Sonic.

Sonic Saturn

Developer STI
Genre Action-platformer

by: sonicretro.org

Alongside the production of Sonic X-treme, STI was working on another game only known as "Sonic Saturn". Rather than use sprites for sonic, though, it was going to use a 3D model for Sonic. This game was meant to have a more realistic rendition of Sonic's world than X-treme. It was never actually announced publicly that it was in production, but didn't get very far before being canceled.



The bonus rounds of Sonic Saturn were going to be a game of pool. After the cancellation of Sonic Saturn the pool game was being considered to be included as a bonus round in the Saturn version of Sonic 3D. Due to time constraints, this too was abandoned in favor of a 3D version of Sonic 2's special stage.

The concept for the game was Sonic would stand behind a ball, use his Spin Dash and aim his direction then smash into it. The camera would then switch to an overhead view and show the resulting action as he smashes into the other balls. The goal was to knock all the balls into some portals within a certain time limit. It was possible to push the balls but it is slower than spinning into them. Later stages would have enemies walking around, damaging Sonic if he touched them. Other arenas were also being developed, such as a South-Western courtyard, among others.

S.T.O.R.M.

Developer Virtual Studio
Publisher American Softworks
Release date Q4 1995-1996
Genre Shooter

S.T.O.R.M. is a PC side-scrolling shoot-'em-up developed by Virtual Studio and published by American Softworks in 1996. It was at one point also set to be released for the PlayStation and Sega Saturn consoles, however despite being advertised, these ports did not materialise for unknown reasons.

Electronic Gaming Monthly (US) #83

S.T.O.R.M. features multiple parallax background scrolling, high resolution images and various "ride" sequences to create an intense mix of gameplay perspectives. To keep the audio end up to the visual par, the title also features a hauntingly eerie soundtrack.

Werewolf: The Apocolypse

Developer Capcom
Publisher ASC Games
Release date Q4 1996-1997
Genre Action

Werewolf: The Apocolypse is an unreleased Sega Saturn game based on the role playing game of the same name.

The game was cancelled in late 1996 after a troubled development cycle, which had seen the game turn into an action RPG (originally being just action), and the closure of publisher ASC Games.

Electronic Gaming Monthly (US) #83

Experience the mysterious life as a werewolf in Capcom's soon to be released title named after the strange creature. This one is still being kept under wraps. It is not known where the player fits into this title, but with the beautifully rendered characters and sharp backgrounds, it really has something to offer. Just wait and see what transpires on this title of blood and guts.

GamePro (US) #95

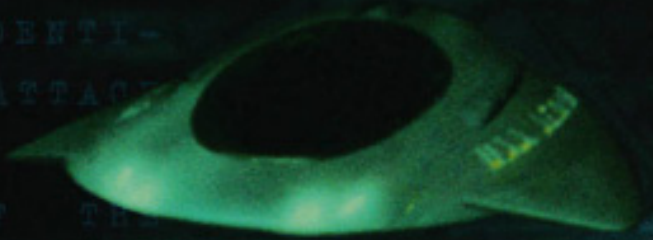
As a creature of the night, you journey through six worlds from a 3/4-overhead perspective, with multiple gameplay paths providing extensive replay. Rendered graphics feature hundreds of gruesome enemies for you to feed on. Choose from seven unique werewolves, each with three forms (human, wolf, and werewolf) and dozens of abilities straight from the Story-teller game.

THE YEAR 2055...
UNCOVER SECRETS OF THE DEEP... DISCOVERIES THAT MAY CHANGE THE COURSE OF MANKIND OR END ITS EXISTANCE

S.E.O.R.M.

"It's efforts like these that will establish a new 32 bit gaming paradigm."

-Next Generation



PlayStation

SEGA SATURN

AMERICAN SOFTWORKS

VIRTUAL STUDIO

PC-CD-ROM INTERACTIVE

KIDS TO ADULTS
K-A
AGES 6+

PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd. All rights reserved. S.E.O.R.M. is a trademark of American Softworks Corporation and is distributed under agreement with JVC. Licensed Platinum Ship. © 1994 JVC Limited Partnership. JVC is a trademark of American Softworks Corporation. All rights reserved. © 1995 Virtual Studio.

Tomb Raider II

Developer	Core Design
Publisher	Eidos Interactive
Release date	Q4 1997
Genre	Action
Mode	1 Player

Tomb Raider II was released for the PlayStation console and Windows in 1997. For a good chunk of its development, a Saturn release was also planned, but by May 1997 this port had been shelved due to "technical issues".

Tomb Raider II is one of the more notorious Saturn absentees, as the game was eagerly awaited by the gaming press and went onto become a best seller, particularly in the United Kingdom. The original Tomb Raider had been designed with the Saturn in mind, debuting before the PlayStation release in many territories and being adopted by Sega as a key selling point for the system, however Core Design claimed that upgrades to the game engine reportedly led to a Saturn port becoming unfeasible in Eidos Interactive's given time frame.

Were this a non-issue, other factors likely would have come into play. Sony later signed an exclusivity contract with Eidos in September 1997 meaning Tomb Raider games could only be released on PlayStation consoles over the next two years (which may explain why a reported Nintendo 64 version also did not materialise), and Eidos backed away from Saturn development entirely around the same period.

The cancelled Saturn version still appears to have affected Tomb Raider II's development, as similar to the original, levels are built with quad-based geometry in mind (something that would not be resolved until the game's sequel, Tomb Raider III: The Adventures of Lara Croft, which also skipped the Saturn as part of that aforementioned contract (one which incidentally expired by the release of the Sega Dreamcast version of Tomb Raider: The Last Revelation, and never effected PC versions)).

Sega Saturn Magazine (UK) #21

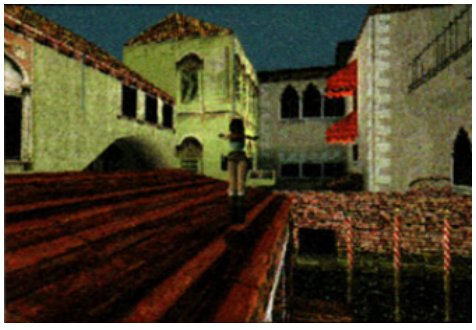
Tomb Raider 2 Jeopardy!

Shocking news reaches SEGA SATURN MAGAZINE regarding the status of the Saturn rendition of Tomb Raider 2, Core Design's eagerly anticipated title which was due to be released in October along with PC and PlayStation versions.

Notice the emphasis on "was" because the latest news to emerge is that the game will ONLY appear on the PC and PlayStation. Numerous reasons are cropping up as to the reason behind the game's non-appearance on the Sega Saturn. First of all there is talk of Sony signing an exclusivity deal on the game, looking out all other console conversions. This hasn't been confirmed by Core or Sony at the time of writing.

The second, perhaps more sinister, reason concerns the Saturn's suitability for the game. The original game ran at a slower frame rate than the PlayStation version and Core are pushing that game's engine to the limit for the new sequel. In the original, around 150 polygons were used on-screen to show off the backgrounds - this is thought to be far higher on Tomb Raider 2, which is set in Venice. This would explain the rumours regarding Core looking into using the fourth-coming 3D enhancement cartridge widely tipped to be packaged with Saturn Virtua Fighter 3. Considering the lack of details to emerge on the upgrade (and whether there will actually be one at all - AM2 have yet to announce anything on VF3 which looks set to slip to 1998) perhaps this isn't so surprising. Whatever the reason, the sad fact is that at the time of writing, Tomb Raider 2 is not in development for the Sega Saturn.

Regardless of TR2's fate, Core have confirmed that their two other major products: Fighting Force and the potential amazing Ninja will DEFINITELY be coming for the Saturn. So the company are by no means leaving the Saturn market behind.



Apparently this can't be done on Saturn.

Varuna's Forces

Developer Accent Media
Publisher JVC
Release date Q4 1995
Genre First-person shooter

Varuna's Forces is a first-person shooting game developed by Accent Media and set to be published by JVC for the Sega Saturn, 3DO and Atari Jaguar CD. The Saturn version was cancelled in favour of a Sega Dreamcast version, and the 3DO/ Jaguar versions were cancelled due to poor console sales. The Dreamcast version itself was also abandoned later. Finally, the developers moved to the PC, but by then JVC had run into financial trouble and the game had to be scrapped entirely.

Mean Machines Sega (UK) #34

A Daedalus clone, with more than a hint of Alien Trilogy. Take your squad of space gooks through a labyrinthian maze of corridors as you attempt to destroy the very core of an alien invasion force.

Viper

Developer Neon
Publisher Ocean Software
Release date Q4 1997
Genre Shooter
Mode 1 Player

Viper is a shoot-'em-up for the PlayStation. A Sega Saturn version was planned, but cancelled for unknown reasons.

Viper was delayed quite considerably from its original 1996 announcement, arriving Sony's console in July 1998, exclusively in Europe.

Viper and Tunnel B1 were originally conceived as being two parts of the same game, before publishers Ocean Software decided otherwise. The two games run on the same core engine.

Wet Corpse

Developer Vic Tokai

Unknown Magazine

A Resident Evil clone, just six weeks into development. You're already dead at the start of the game. Yep, it's a weird one.

Varuna's Forces

Developer Accent Media
Publisher JVC
Release date Q4 1995
Genre First-person shooter

Virtua Fighter 3 was released in 1996 for Sega Model 3 Step 1.0 arcade hardware, as the first game to hit the system, followed by Scud Race.

Following its arcade debut, it was rumoured that Virtua Fighter 3 would be brought to the Saturn. This was confirmed at and then confirmed at the Sega Saturn Senryaku Happyoukai conference on the 8th November 1996 by Yu Suzuki. However, given the complexities involved in converting Sega Model 2 games to the system, it was widely expected that converting a Model 3 game would bring significant challenges.

It was therefore decided that supporting hardware would be produced - an "accelerator cartridge" (of unknown specifications) would be used to give developers access to Model 3-like graphics. This peripheral could then theoretically be used for other conversions, such as Scud Race. Sega Europe's Andy Mee suggested the price would be pegged at around the price of a third-party Nintendo 64 game in the UK - £80, but hopefully lower.

During 1996 a promotional trailer for Saturn Virtua Fighter 3 was released in Japan, and subsequently passed across the world's press. The trailer comprised entirely of pre-rendered footage, with no gameplay shown and no references to dates or price. No in-game Saturn footage or screenshots were ever released to the public during the conversion's development.

By mid-1997, all plans for an accelerator cartridge were scrapped, likely due to costs and the simultaneous development of a console successor to the Saturn.

- **All Star Soccer**
- **Animal Olympics**
- **Apocalypse**
- **Aqua**
- **Arms Race**
- **"AB"**
- **Bad Mojo**
- **Ballblazer X**
- **Ceasars World of Gambling**
- **Championship Pool 2**
- **Colliderz**
- **Condemned** (a.k.a. Forsaken)
- **Conquest Earth**
- **Constructor**
- **Criticom 2** (Dark Rift?)
- **Crow 2**
- **Dark Rift** (Criticom 2?)
- **Davis Cup Complete Tennis**
- **Dawn Patrol**
- **Death Trap Dungeon**
- **Dream Golf 18/Fantasy Golf**
- **Dream Knight**
- **Empire Golf**
- **Endorfun**
- **European Champions League**
- **Fake Down**
- **Fighter Attack** (a.k.a. Flying Corps)
- **Fighting Fantasy**
- **Firo & Klawd**
- **Flying Aces**
- **Football Manager**
- **Gen 13**
- **Guts 'n' Garters in DNA Danger**
- **Hanna Barbera Project**
- **HMS Dreadnought**
- **Hulk 2**
- **Inferno**
- **International Moto**
- **Iron & Blood**
- **Legends of Football '97**
- **Lethal Enforcers I & II**
- **Lightning Gunner**
- **Lunatik**
- **Manic Karts**
- **Mickey Thompson's Supercross**
- **Mission: Deadly Skies**
- **Mission Impossible**
- **Motor Cross**
- **Moustache Red**
- **"MT"**
- **Nanotek Warrior**
- **NBA Hang Time**
- **NBA in the Zone**
- **NCAA Football**
- **NHL Breakaway 98**
- **NHL Open Ice**
- **Offensive**
- **Olympic Games Vol 1**
- **Peperami**
- **Planet Pinball**
- **Project Overkill**
- **Raiden II**
- **Raw Persuit**
- **Road Racer**
- **Robinson's Requiem**
- **Rocket Boy**
- **Rollcage**
- **Sampras Extreme Tennis**
- **Scud Race**
- **Sentinel Returns**
- **Shadoan**
- **Shredfest**
- **Shutokou Battle Gaiden: Super Technic Challenge**
- **Sign of the Sun**
- **Slipstream**
- **Spearhead**
- **Speed Freak**
- **Star Control III**
- **Super Cross**
- **Super Soccer**
- **Take Down**
- **Tank Commander**
- **Tanktics**
- **Terminus**
- **Topps MVP Baseball '96**
- **Ultimate Skidmarks**
- **Ultra Flappy**
- **Velocity**
- **Viewpoint**
- **Virtual Chess**
- **VMX Racing**
- **VR Baseball**
- **VR Pool**
- **War Gods**
- **Warhammer 40,000: Dark Crusaders**
- **Warhammer: Shadow of the Horned Rat**
- **XS: Shield Up - Fight Back**

Some PlayStation® and
Sega Saturn™ games are tough.

This one's MURDER.

KILLING TIME™

Mystery. Mayhem. Pure terror. A mansion of lost souls holds the secrets of Malinicus Island.
Only quick wits can unlock its paranormal mysteries. Only a quick trigger finger can keep you alive.
First-person shooting with a brain. A puzzle-solving labyrinth with an attitude.
Time is not on your side!

3DO, The Studio 3DO logo, and Killing Time are trademarks and/or registered trademarks of the 3DO Company. © 1996 the 3DO Company. All rights reserved. PlayStation and the "PS" logo are trademarks of Sony Computer Entertainment, Inc. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. All rights reserved. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. ® & © 1996 Acclaim Entertainment, Inc. All rights reserved.

PlayStation™ SEGA SATURN™

Acclaim entertainment, inc.

www.acclaimnation.com

Sega Saturn Magazine

Publisher	EMAP
Country	United Kingdom
Releases	Nov. 1995 - Nov.1998
Issues	37
Frequency	Monthly

Sega Saturn Magazine was a monthly magazine released in the UK as the "official" magazine dedicated to the Sega Saturn, having previously been titled Sega Magazine. For nearly two years it was the only Saturn-based magazine in the country (though Saturn+ was a small time competitor for a few months) and ran from November 1995 to November 1998. In its early days the magazine provided Sega Flash demo discs, produced by Sega themselves, though this feature was cut from the later releases as Sega had moved their efforts onto supporting the Sega Dreamcast.

Sega Saturn Magazine was notable for having a more mature outlook than most other magazines of the time. It kept readers up to date with events happening in Japan and the US, and a focus on imported games not available in the UK. It was also able to obtain information about the Sega Dreamcast before other magazines due to its connections with Sega.

Mean Machines Sega

Publisher	EMAP
Country	United Kingdom
Releases	Oct. 1992 - Mar.1997
Issues	53
Frequency	Monthly

Mean Machines Sega was a monthly magazine devoted to Sega video game consoles in the United Kingdom. It was one of two products that resulted after a previous magazine, Mean Machines split (the other being Nintendo Magazine System, a Nintendo magazine). The magazine was reasonably successful (though not as successful as Mean Machines) and lasted a number of years.

Problems, however, arose when EMAP launched Sega Magazine, a similar product which had the edge in that it was officially endorsed by Sega. As a result, sales of Mean Machines Sega were damaged and the magazine was eventually incorporated into Sega Magazine's successor title Sega Saturn Magazine.

Content from Mean Machines Sega was syndicated for use in two foreign-language publications: Mega Console (Italy) and Mega Sega (Spain).

Sega Visions

Publisher	The Communique Group, Infotainment World
Country	United States
Releases	Jun. 1990 - Sep.1995
Issues	37
Frequency	Bimonthly, Quarterly

Sega Visions was a US-based magazine which focused on many of the Sega consoles of the early 1990s - the Master System, Mega Drive, Game Gear and Mega-CD. Later issues also covered the 32X and Saturn

The magazine was released to coincide with the launch of the North American Genesis, and was Sega's answer to the popular Nintendo-endorsed Nintendo Power magazine which was extremely popular with NES owners. Unfortunately Sega's mag read more like a long advertisement rather than giving the user any exclusive coverage of Sega products.

Sega Saturn Magazine

Publisher	Soft Bank
Country	Japan
Releases	Nov. 1994 - Oct. 1998
Issues	116
Frequency	Monthly / Bi-weekly / Weekly

The Japanese version of Sega Saturn Magazine was a magazine which focused on the Sega Saturn. It succeeded Beep! MegaDrive at some point in 1995. It later became Dreamcast Magazine.

Sega Power

Publisher	EMAP
Country	United Kingdom
Releases	Nov. 1995 - Nov.1998
Issues	37
Frequency	Monthly

Sega Power was a monthly magazine sold within the UK that focused on Sega products, namely the Sega Master System, Sega Mega Drive (and its add-ons, the Sega Mega-CD and Sega 32X), Sega Game Gear and later, the Sega Saturn. It was the successor to S: The Sega Magazine, and took advantage of the boom of video game consoles during the early 1990s.

The magazine continued until 1997 when it was rebranded Saturn Power and focused solely on the Sega Saturn.

Sega Power continues the numbering scheme set up by S: The Sega Magazine, and so starts at issue 13.

Saturn Demo Discs

These pages feature the different demo disc released for the console. Pictures and text are taken verbatim from segaretro.org.

Sega Flash

Publisher Sega

The Sega Flash series was the official brand of European Sega Saturn demo discs. They were produced by Sega, and similar to the Sega Dreamcast's DreamOn series, were both bundled with new Saturn consoles and provided through the officially branded Sega Saturn Magazine. The discs typically contain a couple of game demos and a few trailers of upcoming games.

Only seven volumes were produced, and many demos/movies were recycled:.

Sega Flash Vol. 1

Sega Flash Vol. 1 is the first demo disc in the Sega Flash series. It was released in 1996. Vol. 1 is thought to have been distributed exclusively with new Saturn consoles for a short period, unlike its successors which were distributed alongside magazines as well.

Sega Flash Vol. 2

Sega Flash Vol. 2 was released in 1996. Vol. 2 contains five playable demos, although Baku Baku Animal's demo is lifted from Sega Flash Vol. 1. The NiGHTS into Dreams demo is the most expansive, allowing playthroughs of both Claris' and Elliot's first stages (and boss fights). Sega Worldwide Soccer '97 allows for one exibition match (or half of one) between any country in-game - there are many subtle changes from the final version, including a different title screen, spelling errors, a lack of commentary and an outdated flag for South Africa (the demo uses the pre-1994 variant). Athlete Kings allows for a quick playthrough of its main events and Panzer Dragoon Zwei lets players fly through episode three.

In a presumed effort to save space, the videos of Virtua Fighter Kids, The Story of Thor 2, Three Dirty Dwarves and Exhumed are compiled together in a low-resolution clip shown with borders.

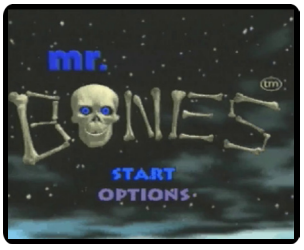
In the United Kingdom this was released with issue #12 of Sega Saturn Magazine.

Sega Flash Vol. 3

Sega Flash Vol. 3 was released in 1996. Vol. 3 adopts a different presentational style to prior volumes, a style which would stick with the four volumes which followed. It contains four playable demos, however Sega Worldwide Soccer '97 is identical to the demo seen in Sega Flash Vol. 2 (though the title screen and in-game music has been removed).

Daytona USA: Championship Circuit Edition forces the player to drive the standard Hornet car around the Dinosaur Canyon track, again without music. Cyber Troopers Virtual-On has music, but only allows the player to fight one enemy, and Tomb Raider covers the first stage of the game, with menus and options being stripped out. The videos are full-screen and are no-frills demonstrations of gameplay footage.

In the United Kingdom this was released with issue #15 of Sega Saturn Magazine. A bug causes Saturns to freeze if the disc be played for three hours - supposedly was only discovered by Sega after the discs started being pressed but before shipment.



Sega Flash Vol. 4

Sega Flash Vol. 4 was released in 1997. It contains three playable demos, however Cyber Troopers Virtual-On is recycled from Sega Flash Vol. 3. Die Hard Arcade contains the first section of the first stage and Sonic 3D: Flickies' Island contains the first level too (and bonus stages). The videos are full-screen and are again no-frills demonstrations of gameplay footage. There is an additional "arcade titles" video which shows Model 2/Model 3 footage of Last Bronx, Sega Touring Car Championship and Virtua Fighter 3, all considered big Sega arcade games at the time.

In the United Kingdom this was released with issue #19 of Sega Saturn Magazine.

Sega Flash Vol. 5

Sega Flash Vol. 5 was released in mid-1997 and features four playable demos; Sonic Jam, Die Hard Arcade, Sonic 3D: Flickies' Island and Sega Rally Championship, as videos containing previews of seven other games.

Much of the content is recycled from Sega Flash Vol. 1 and Sega Flash Vol. 4 - the only "new" demo is Sonic Jam, which allows players to play through the first stages of Sonic the Hedgehog and Sonic the Hedgehog 2, as well as a reduced section of Sonic World. As the game had not yet been released in Europe at the time, the game uses Japanese art for its cartridges (the cut-off screen is in Japanese too). All of the extra features are inaccessible.

In the United Kingdom this was released with issue #23 of Sega Saturn Magazine. It was also distributed with consoles.

Sega Flash Vol. 6

Sega Flash Vol. 6 was released in 1997. It contains three playable demos; Steep Slope Sliders contains two characters and two tracks, Sega Worldwide Soccer '98: Club Edition, much like the Sega Worldwide Soccer '97 demo in previous Sega Flash discs, allows users to play half an exhibition match with any team of their choosing, and Sega Touring Car Championship contains the first track.

In the United Kingdom this was released with issue #27 of Sega Saturn Magazine.

Sega Flash Vol. 7

Sega Flash Vol. 7 is the seventh and final demo disc in the Sega Flash series. It was released in 1998. It contains three playable demos, although Steep Slope Sliders and Sega Touring Car Championship are recycled from Sega Flash Vol. 6, with Sega Worldwide Soccer '98: Club Edition being substituted for World League Soccer.

In the United Kingdom this was released with issue #32 of Sega Saturn Magazine.

Alien Trilogy Taikenban

Publisher Acclaim
Release Japan

Alien Trilogy Taikenban is a Japanese Sega Saturn demo disc for Alien Trilogy.

Azel: Panzer Dragoon RPG Taikenban

Publisher Sega
Release Japan Dec.1997

Azel: Panzer Dragoon RPG Taikenban is a Japanese demo disc for Azel Panzer Dragoon RPG. It was distributed exclusively with the official soundtrack of the game.

Bug! Playable Preview

Developer Realtime Associates
Release US 1995

Bug! Playable Preview is a playable demo of Bug!, bundled with some Sega Saturn consoles in North America.

Burning Rangers Taikenban

Developer Sonic Team
Release Japan 1998

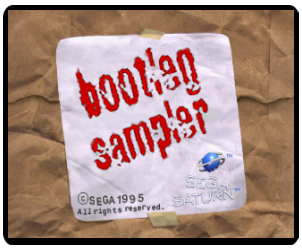
Burning Rangers Taikenban is a trial version for the Japanese Sega Saturn version of Burning Rangers. Same disk was distributed with Sega Saturn Magazine issue #1998/06ex as SatMag Sono CD Vol.2.

Bootleg Sampler

Publisher Sega
Release US, Europe 1995

Bootleg Sampler, despite its name, is an official Sega Saturn demo disc packaged with new consoles for a period in both North America and Europe. Like later demo discs, it features a number of playable demos and movie clips.

Three variants of the Bootleg Sampler were released among the US and Europe, with small differences. The first version (US), contains three playable demos and eight videos, while the second version added a playable demo for Bug! (rather than the video presented in the first). The third version was the PAL release, which was identical to the second other than certain PAL related messages. The Bug! FMV is still on the game disc for the second USA and PAL release.



The PAL version was distributed with issue #3 of the UK's Sega Saturn Magazine.

Clockwork Knight Sample

Publisher Sega
Release Japan

Clockwork Knight Sample is a Japanese demo disc of Clockwork Knight.

Code R Taikenban

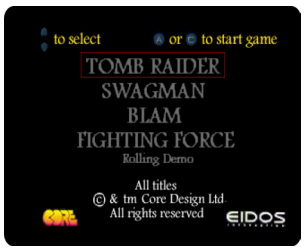
Code R Taikenban is a Japanese demo disc for Code R.

Core Demo Disc

Developer Core Design
Release Europe 1997

Core Demo Disc is a demo disc released in Europe. It contains playable demos of Tomb Raider, Swagman and Blam! Machinehead, plus a "rolling demo" of the unreleased Saturn game, Fighting Force, all developed by Core Design.

This disc was released twice, having also been bundled with the first issue of Saturn Power and titled Saturn Power No. 1.



Deep Fear Promotion Disc Movie

Publisher Sega
Release Japan 1998

Deep Fear Promotion Disc Movie is a Japanese demo disc for Deep Fear. It is simply three preview videos for the game which run on a loop indefinitely.

Cross Tantei Monogatari: Motsureta Nanatsu no Labyrinth Taikenban

Release Japan 1998

This is a Japanese demo disc for Cross Tantei Monogatari: Motsureta Nanatsu no Labyrinth.

D-Xhird Sample

Publisher Takara
Release Japan 1997

D-Xhird Sample is a Japanese demo disc for D-Xhird.

Dark Savior Taikenban

Developer Climax Ent.
Release Japan

Dark Savior Taikenban is a Japanese Sega Saturn demo disc for Dark Savior.

Devil Summoner: Soul Hackers & Ronde

Developer Atlus
Release Japan 1997

Devil Summoner: Soul Hackers & Ronde is a demo disc featuring two Atlus RPGs: Devil Summoner: Soul Hackers and Ronde.

Digital Pinball: Last Gladiators Taikenban

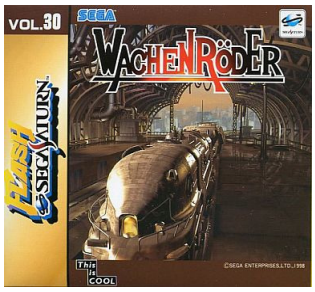
Developer KAZe
Release Japan

Digital Pinball: Last Gladiators Taikenban is a Japanese demo disc for Digital Pinball: Last Gladiators.

Flash Sega Saturn

Publisher Sega

The Flash Sega Saturn series was a set of official demo discs for the Sega Saturn released exclusively in Japan. There are 32 normal volumes and a Ochikadzuki-hen one. Normal were given free to members of the Sega Club. These should not be confused with the European Sega Flash series.



Flash Sega Saturn: Ochikadzuki-hen

Publisher Sega
Release Japan 1996

Flash Sega Saturn: Ochikadzuki-hen is a Japanese demo disc. Unlike other Flash Sega Saturn series, this disc was bundled with the Saturn hardware.

Gaia Breeder Taikenban

Publisher Aspect
Release Japan 1997

Gaia Breeder Taikenban is a Japanese demo disc for Gaia Breeder.

DJ Wars Taikenban

Developer Spike
Release Japan

DJ Wars Taikenban is a Japanese demo disc for DJ Wars.

DonPachi Sample

Developer Atlus
Release Japan 1996

DonPachi Sample is a Japanese demo disc for DonPachi.

Farland Story Taikenban

Release Japan

Farland Story Taikenban is a Japanese demo disc for Farland Story: Habou no Mai.

Fighting Vipers Taikenban

Developer Sega
Release Japan 1996

Fighting Vipers Taikenban is a Japanese demo disc for Fighting Vipers.

Full Cowl Mini Yonku Super Factory Taikenban

Publisher Media Quest
Release Japan 1997

Full Cowl Mini Yonku Super Factory Taikenban is a Japanese demo disc for Full Cowl Mini Yonku Super Factory.

Gekitotsu Koushien Taikenban ROM

Publisher Magical

Gekitotsu Koushien Taikenban ROM is a demo disc for the Sega Saturn game, Gekitotsu Koushien.

Goiken Muyou: Anarchy in the Nippon Taikenban

Release Japan

Goiken Muyou: Anarchy in the Nippon Taikenban is a Japanese demo disc for Goiken Muyou: Anarchy in the Nippon.

Gremlin Interactive Demo Disc

Developer Gremlin Interactive
Release Europe 1997

Gremlin Interactive Demo Disc is a demo disc released in PAL regions for upcoming Sega Saturn titles by Gremlin Interactive. It should not be confused with the awkwardly titled Gremlin Interactive Demo Disk, which was released earlier and features different games.

This disc was bundled with issue #58 of Mega Force in France. It was also distributed with UK magazine Saturn Power, being retitled Saturn Power No. 2.

The disc contains three demos, consisting of Actua Soccer: Club Edition, Hardcore 4x4 and perhaps most significantly, the unreleased Saturn port of Re-Loaded.

Gungriffon II Taikenban

Developer Game Arts
Publisher ESP
Release Japan 1998

Gungriffon II Taikenban is a Japanese demo disc for Gungriffon II.

Gunbird Sample

Publisher Psikyo
Release Japan

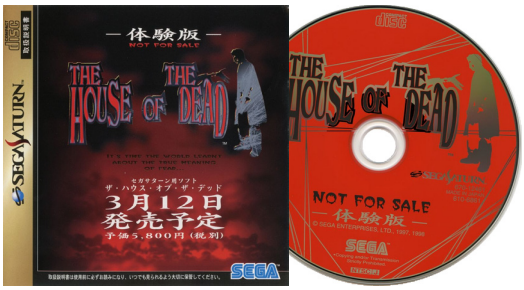
Gunbird Sample is a Japanese demo disc for Gunbird.

Hang On GP '95 Hibaihin Mihonban

Publisher Sega
Release Japan 1995

Hang On GP '95 Hibaihin Mihonban is a Japanese Sega Saturn demo disc for Hang On GP '95. Only the first course is made available, but others can be viewed in the demo roll.

The House of the Dead Taikenban



Release Japan 1998

The House of the Dead Taikenban is a Japanese demo disc for The House of the Dead.

The disc contains a two minute timed demo of the game with a countdown timer in the bottom right hand side of the screen (which not affected by menus or loading screens). Given the on-rails nature of the game, this usually sees the game end mid-way through the first stage.

Machi Sample

Publisher Chun Soft
Release Japan 1997

Machi Sample is a Japanese demo disc for Machi.

Hudson Soft New Soft Line Up for Sega Saturn

Developer Gremlin Interactive
Release Europe 1997

Hudson Soft New Soft Line Up for Sega Saturn, also called Hudson Shinsaku Preview, is a demo disc published by Hudson Soft for the Sega Saturn containing demos of five Hudson games.

Java Tea Original Virtua Fighter Kids

Developer Sega AM2
Developer Sega
Release Japan 1996

Java Tea Original Virtua Fighter Kids is a trial version of the Sega Saturn game, Virtua Fighter Kids. It is a prize of Otsuka Seiyaku and features advertisements for Java Tea.

Panzer Dragoon Saga Demo Disc

Publisher Sega
Release Europe 1998

Panzer Dragoon Saga Demo Disc is a demo disc for Panzer Dragoon Saga distributed in Europe. Curiously it contains the entire first disc of the game.

Layer Section II Taikenban

Publisher Taito
Publisher Media Quest
Release Japan 1997

Layer Section II Taikenban is a Japanese demo disc for Layer Section II.

Magical Drop Sample

Publisher Data East
Release Japan 1995

Magical Drop Sample is a Japanese demo disc for Magical Drop.

MeltyLancer Re-inforce Taikenban

Publisher Imadio
Release Japan 1998

This disc was a demo for MeltyLancer Re-inforce. It was bundled with a version of Eve The Lost One in 1998.

Panzer Dragoon Playable Preview

Developer Team Andromeda
Publisher Sega
Release Us, Eur 1995

Panzer Dragoon Playable Preview (unnamed in Europe) is a demo disc containing a shortened version of Panzer Dragoon for the Sega Saturn. Only episode 2 is playable, and is assumed to be identical to the full product.

This disc was bundled with Saturn consoles for a short period in both North America and Europe. It was not released elsewhere, nor did it see a separate commercial release.

NiGHTS into Dreams Sampler

Developer Sonic Team
Publisher Sega
Release Us, Eur 1996

NiGHTS into Dreams Sampler is a demo disc distributed with Sega Saturn consoles in North America to promote NiGHTS into Dreams. It was also distributed in Europe as NiGHTS into Dreams Demo Disc, although the origins of that version are not currently understood.

The disc is a two level demo of NiGHTS into Dreams, allowing players to complete both Claris and Elliot's first stages (and boss battles), Spring Valley and Splash Garden, respectively. Most of the options (and of course the other five stages) have been stripped out, but what is left is thought to be similar, if not identical, to the final game.

This demo was also included as part of Sega Flash Vol. 2.

Purikura Daisakusen Mihonhin

Publisher Atlus
Release Japan

Purikura Daisakusen Mihonhin is a demo disc for the game, Purikura Daisakusen.

Rabbit Mihonhin

Publisher Electronic Arts
Release Japan

Rabbit Mihonhin is a demo disc for the game, Rabbit.

Otanoshimi 3 Shiro! Disc

Publisher Sega
Release Japan 1998

Otanoshimi 3 Shiro! Disc is a collection of demo discs given to people who purchased a Sega Saturn late in the consoles life. The collection features a case that initially appears to be a 12" Record casing, but opens up to reveal 3 demo discs - Sonic R: Trial Version, Shining Force III Scenario 1: Outo no Kyoshin Taikenban and Machi Sample.

Preview Sega Saturn Vol. 1

Publisher Sega
Release Europe

Preview Sega Saturn Vol. 1 is a demo disc bundled with Sega Saturn consoles in France (and possibly elsewhere). There was no "volume 2", although the early Sega Flash demo discs use the same menu system.

Rayman Playable Game Preview

Publisher Media Quest
Release Japan 1997

Rayman Playable Game Preview is a stripped down demo of the finished game (debuting after the full release hit store shelves), with only the first world being playable.

This release stands as the first third-party demo disc for a Sega system and the first to be released on two platforms simultaneously; a similar disc being released for the PlayStation.

Real Sound: Kaze no Regret Taikenban

Developer Warp
Publisher Warp
Release Japan 1997

This is a Japanese Sega Saturn demo disc for Real Sound: Kaze no Regret.

SatMag Sono CD

Release Japan 1998

SatMag Sono CD is a Japanese Sega Saturn demo disc distributed with Sega Saturn Magazine issue #1998/04.

Saturn Bomberman Fight!! Taikenban

Developer Hudson Soft
Publisher Hudson Soft
Release Japan

Saturn Bomberman Fight!! Taikenban is a Japanese demo disc for Saturn Bomberman Fight!!.

Street Fighter Collection Taikenban

Publisher Capcom
Release Japan 1997

This is a Japanese demo disc for Street Fighter Collection.

Street Fighter Zero 2 Taikenban

Publisher Capcom
Release Japan

Street Fighter Zero 2 Taikenban is a Japanese demo disc for Street Fighter Zero 2.

Saturn Power demo discs

During its lifespan, the UK Sega Saturn Magazine Saturn Power produced a number of demo discs which it distributed along with its magazine. Unlike the Sega Flash series, they were not published by Sega, and so there were fewer discs produced and each disc had less content. 5 discs were released in total.

Saturn Power No. 1

The first disc has identical content to the Core Demo Disc, meaning all the games included were developed by Core.

Saturn Power No. 2

The second disc is identical to the Gremlin Demo Disc, meaning all the games included were developed by Gremlin Interactive.

Saturn Power No. 5: WipeOut 2097

The last Saturn Power release is identical to the WipeOut 2097 Demo Disc.

Saturn Power No. 3: Block-Rocking Beats

Possibly due to a lack of demos to publish, Saturn Power No. 3 was purely a music CD, being a compilation of tunes from various Sega Saturn games.

Silhouette Mirage Taikan CD-ROM Sousa Setsumei

Developer Treasure
Release Japan

This is a Japanese demo disc for Silhouette Mirage. It allows the player to play through the second stage of the full game.

Saturn Super demo discs

Developer CRI (Captain soft)
Publisher JICC (Takarajima)
Release Japan

Saturn Super was a Japanese magazine which focused on the Sega Saturn. It had its own set of demo discs.

Taikenban Saturn Soft Taizen

Developer CRI (Captain soft)
Publisher JICC (Takarajima)
Release Japan 1995

Taikenban Saturn Soft Taizen is a Japanese demo disc distributed with Saturn Super special issue.

Shiroki Majou: Mouhitotsu no Eiyuu Densetsu Taikenban

Publisher Sega
Release Japan

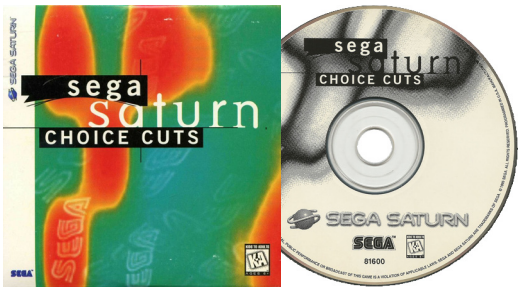
This is a Japanese demo disc for Shiroki Majo: Mouhitotsu no Eiyuu Densetsu.

Super Robot Taisen F Taikenban

Release Japan

Super Robot Taisen F Taikenban is a Japanese demo disc for Super Robot Taisen F.

Sega Saturn Choice Cuts



Developer Sega
Publisher Sega
Release US 1995

Sega Saturn Choice Cuts is a demo disc for the Sega Saturn, released exclusively in North America. It was the first Saturn demo disc to hit American shores, and was bundled with all new consoles during 1995.

Most likely due to its early release, there aren't actually any playable demos in Sega Saturn Choice Cuts, just gameplay footage of upcoming or recently released titles, along with promotional material.

Virtua Fighter 2 Hibaihin Mihonban

Publisher Saturn
Release Japan 1995

Virtua Fighter 2 Hibaihin Mihonban is a Japanese demo disc for Virtua Fighter 2.

The disc contains a timed demo of the arcade mode, though if the user performs a soft reset (A + B + C + Start) the demo will cycle between a timed two-player mode and a timed "watch" mode (in which the CPU battles itself). All of the main characters are selectable.

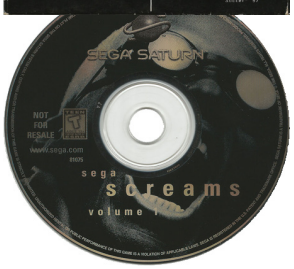
Shining Force III Scenario 1: Outo no Kyoshin Taikenban

Publisher Sega
Release Japan 1997

This is a Japanese demo disc for Shining Force III Scenario 1: Outo no Kyoshin.

Sega Screams Volume 1

Developer Sega
Publisher Sega
Release US



Sega Screams Volume 1 is a demo disc for the Sega Saturn, released exclusively in North America with console bundles. Bizarrely Sega of America released this game twice - initially as Sega Saturn Bootleg II (as a "sequel" to Bootleg Sampler). The product in its Bootleg II form is far less common, though aside from a changed title screen (on some discs), the two discs are identical.

Unlike Bootleg Sampler, Sega Screams Volume 1 opts for the "standard" Saturn demo disc menus often seen in the European Sega Flash series.

Sega Screams Volume 2

Developer Sega
Publisher Sega
Release US

Sega Screams Volume 2 is a demo disc for the Sega Saturn, released exclusively in North America with console bundles. It is a "sequel" to Sega Screams Volume 1. It is less common than its predecessor.

Sega Touring Car Championship Taikenban

Publisher Sega
Release Japan 1997

Sega Touring Car Championship Taikenban is a Japanese Sega Saturn demo disc for Sega Touring Car Championship. It was included as part of the Sega Touring Car Championship soundtrack.

Tech Saturn

Developer CRI (Captain soft)
Publisher ASCII
Release Japan

Tech Saturn Tsuushin later known simply as Tech Saturn (?) was a Japanese magazine focused on the Sega Saturn. It came with its own set of demo discs.

note:
missing pixture of Tech Saturn Tsuushin Vol.3

Suiko Enbu: Fuuun Saiki Sample

Publisher Data East
Release Japan 1995

Suiko Enbu: Fuuun Saiki Sample is a Japanese demo disc for Suiko Enbu: Fuuun Saiki.

Tactics Formula Taikenban

Release Japan

Tactics Formula Taikenban is a Japanese Sega Saturn demo disc for Tactics Formula.

Tactics Formula Taikenban

Developer AKI, T's Music
Publisher Sega
Release Japan 1997

Tactics Formula Taikenban is a Japanese demo disc for Tactics Formula.

Tenant Wars Hibaihin

Publisher KID
Release Japan

Tenant Wars Hibaihin is a demo disc for the game, Tenant Wars.

Tomb Raiders Taikenban Hibaihin

Developer Core Design
Publisher Victor Interactive
Release Japan 1997

Tomb Raiders Taikenban Hibaihin is a Japanese demo disc for Tomb Raiders.

The disc contains a five minute timed demo of one of the early stages in the game.

Vampire Hunter: Darkstalkers' Revenge Sample

Publisher Capcom
Release Japan

This is a Japanese demo disc for Vampire Hunter: Darkstalkers' Revenge.

Touge King the Spirits 2 Mihonhin

Publisher Atlus
Release Japan 1997

Touge King the Spirits 2 Mihonhin is a demo disc for the game, Touge King the Spirits 2.

Vatlva Taikenban

Developer Ancient
Publisher Victor
Release Japan

Vatlva Taikenban is a Japanese demo disc for Vatlva.

Waku Waku 7 Taikenban

Publisher Sunsoft
Release Japan 1997

Waku Waku 7 Taikenban is a Japanese demo disc for Waku Waku 7.

Wangan Dead Heat Mihonhin

Publisher Pack-In-Video
Release Japan

Wangan Dead Heat Mihonhin is a demo disc for the game, Wangan Dead Heat.

Waku Waku Puyo Puyo Dungeon Taikenban

Publisher Compile
Release Japan

This is a Japanese demo disc for Waku Waku Puyo Puyo Dungeon.

X-Men: Children of the Atom Hibaihin

Publisher Capcom
Release Japan

X-Men: Children of the Atom Hibaihin is a demo disc for the game, X-Men: Children of the Atom.

Sega Saturn Consoles

by:segaretro.org

There exist various Sega Saturn models, which differ from each other to varying degrees.

Perhaps the most well-known difference is that between “Model 1” and “Model 2” Saturns, which are easily distinguishable through the differing designs of their Power and Reset buttons—oval in the former, round in the latter—and also differ internally, chiefly in having different types of CD cable, which can complicate efforts to install a modchip. Moreover, within the broad categories of Model 1 or 2, several types of motherboard exist, with different arrangements of components and paths.

All Sega Saturns are either NTSC or PAL. Within these categories, US and Canadian (NTSC) Saturns are identical, as are European and Australian (PAL) models. There was no SECAM Saturn: the ‘SECAM’ models released in France were simply PAL models with a bundled PAL-to-SECAM converter.

The model number shown represents the model number of the box set, not the model number of the console. For example: Box set model number HST-0001 (printed on the box) includes a gray console with model number HST-3200 (printed on the rear sticker of the console).

Grey Japanese Saturn

The original Japanese Saturn model is grey in color—excepting the cartridge slot flap and the front, which are black. It has three blue buttons (Power, Open, and Reset), a drive access LED, and a non-notched power cord. Production was later ended in favor of the white Saturn. Revisions: VA0, VA1, VA2, VA3.

Sega Saturn

¥44,800
November 22, 1994
• HST-0001 console
• HSS-0101 Control Pad

Sega Saturn 1,000,000th Campaign Box

¥34,800
July 16, 1995
• HST-0001 console
• HSS-0101 Control Pad
• Virtua Fighter Remix

Sega Saturn 1,000,000th Campaign Box

¥34,800
July 16, 1995
• HST-0005 console
• HSS-0101 Control Pad
• Virtua Fighter Remix

Sega Saturn

¥34,800
July 5, 1995
• HST-0004 console
• HSS-0101 Control Pad

White Japanese Saturn

'White' Saturns has a light gray color. It has round gray Power and Reset buttons, a pink Open button, and no drive Access LED. The systems came packed with a matching white controller with multi-colored buttons. Toys 'R' Us sold an exclusive white Saturn with a silhouette of Sonic printed on the drive lid. Revisions: VA4, VA5, VA6, VA7, VA8, VA9, VA10, VA11, VA13, VA15.

Note: the integrated sound block on revisions VA13 and VA15 has a bug in certain 68000 commands. The result is that certain games are incompatible with these boards. The Japanese only releases of Space Harrier and Outrun are two, and both have received second pressings that eliminate this bug and work in all machines equally.

Sega Saturn

¥20,000
March 22, 1996
• HST-0014 console
• HSS-0101-S Control Pad

Sega Saturn Bomberman Kit

1996
• HST-0014 console
• HSS-0101 Control Pad
• Saturn Bomberman

Sega Saturn Christmas Nights Cam-

¥20,000
November 22, 1996
• HST-0004 console
• HSS-0101 Control Pad
• Christmas Nights

Sega Saturn

¥20,000
July 10, 1997
• HST-0019
• HSS-0101-S Control Pad

Sega Saturn Sonic Toys 'R' Us

1997
• HST-0019 console
• HSS-0101 Control Pad

Sega Saturn Otoshidama Campaign Box

1997
• HST-0014 console
• HSS-0101 Control Pad

Skeleton Saturn

The two 'Skeleton Saturns' were the final models to be produced in Japan (and hence the world), and they were the only non-standard models brought to other regions (?). They are a valuable collector's item, being quite rare. The unique feature that provides their name are their see-through body and matching controllers. Other than that, they're basically identical to the second version of the white Saturn. Revisions: VA13, VA15.

Note: the integrated sound block on revisions VA13 and VA15 has a bug in certain 68000 commands. The result is that certain games are incompatible with these boards. The Japanese only releases of Space Harrier and Outrun are the only two that come to mind, and both have received second pressings that eliminate this bug and work in all machines equally.

• HST-0020/HST-0021: These two models were both translucent smoky grey, with "This is Cool" printed on the CD drive lid and the controllers. Approximately 30,000 units were produced. HST-0020 was not for sale and only given away as a prize in a contest. HST-0021 was released in Japan on 4 April 1998 retailing at ¥20,000.

• HST-0022: This model was a promotional tie-in with ASCII's popular Derby Stallion horse racing simulation franchise; it came with stickers for the game. The console differs in the hue of its transparent case and also does not have the line "This is Cool" printed anywhere on it. Approximately 20,000 were produced for Japan. This model was released in Japan on 25 March 1999 retailing at ¥20,000.

Sega Saturn Skeleton (This is Cool) - 1998 Special Campaign Original

1998
• HST-0020 console
• HSS-0162 Control Pad

Sega Saturn Skeleton (This is Cool)

¥20,000
April 4, 1998
• HST-0021 console
• HSS-0162 Control Pad

Sega Saturn Skeleton (Derby Stallion)

¥20,000
March 25, 1999
• HST-0022 console
• HSS-0101 Control Pad

Hi-Saturn

Sega licensed the rights to produce Saturns to some of their hardware partners. One was Hitachi, who provided the CPUs and several other chips. The Hi-Saturn is yet another early style Saturn but with the Video CD Card included, and Hi-Saturn printed on the CD drive lid. It was sold at high-end department stores and was marketed as a multimedia player instead of just a video game console.

The start up screen is different as well. Instead of a bunch of pieces forming together, the word Hi-Saturn shoots out from the middle of the screen and then flips around 'till it's readable and then it flashes on screen like other Saturns do.

• MMP-1: These models are based on the first major Saturn model, with oval buttons and Drive Access LED and is two toned charcoal gray with black as the bottom color.
• MMP-11: This model is based on the second major Saturn model, with round buttons and is two toned charcoal gray with black as the bottom color.
• MMP-1000NV: Known as the Game & Car Navi Hi-Saturn, this model is much different from all other Saturn models, both in design and funcionality. It has a lower, more square profile, and an add-on LCD monitor for playing games on. The system is completely flat on top and lacks the bulge of the CD drive. The system also had a GPS receiver sold separately (with only Japanese regional software being available). 2000 units were produced by Hitachi each month, while the LCD screens had a run of 1000 per month.

Hi-Saturn

¥64,800
April 1, 1995
• MMP-1 console
• HSS-0118 Control Pad

Hi-Saturn - 1,000,000th Campaign Box

¥64,800
July 16, 1995
• MMP-1 console
• HSS-0118 Control Pad
• Virtua Fighter Remix

GameNavi Hi-Saturn

¥150,000 (~1400$)
July 16, 1995
• MMP-1000NV console
• HSS-0118 Control Pad
• Virtua Fighter Remix

Hi-Saturn

1996
• MMP-11 console
• HSS-0101 Control Pad

Hi-Saturn Christmas Nights Campaign Box

1996
• MMP-11 console
• HSS-0101 Control Pad
• Christmas Nights

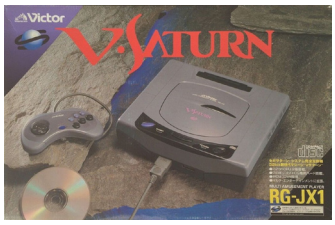
JVC/Victor V-Saturn

JVC-Victor also produced their own version of the Saturn hardware called the V-Saturn. There are two versions of this system. The casing is similar to that of any standard Saturn. The colors are different, as is the machine's circuitry, and "V-Saturn" is printed on top of the machine.

The boot-up sequence on a V-Saturn has the polygons form a V-Saturn logo instead of the Sega Saturn logo.

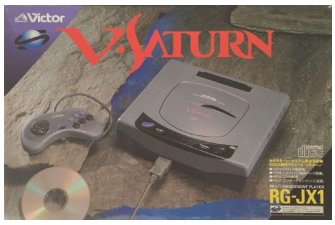
• RG-JX1: This model is based on the first major Saturn model, with Drive Access LED and oval buttons and is two toned blueish gray and dark gray as the bottom color.
• RG-JX2: This model is based on the second major Saturn model, with round buttons and is two toned light gray with darker gray as bottom color.

V-Saturn



¥44,800
November 22, 1994
• RG-JX1 console
• RG-CP5 Control Pad

V-Saturn - 1,000,000th Campaign Box



¥34,800
June 16, 1995
• RG-JX1 console
• RG-CP5 Control Pad
• Virtua Fighter Remix

V-Saturn

1995
• RG-JX1 console
• RG-CP5 Control Pad
• Virtua Fighter Remix

V-Saturn

June 7, 1996
• RG-JX2 console
• RG-CP6 Control Pad

V-Saturn Christmas Nights Campaign Box

1996
• RG-JX2 console
• RG-CP6 Control Pad
• Christmas Nights

V-Saturn Christmas Nights Campaign Box

1996
• RG-JX2 console
• RG-CP6 Control Pad
• Vatlva

Sega's plan of attack

Seven months after launch, the Saturn is still regarded as a second-class system compared to Sony's PlayStation. Is this a machine that should have stayed inside Sega's R&D labs, or have developers simply got a lot to learn? Edge looks at Sega's efforts to realise Saturn's potential

SEGA SATURN™

North America Saturn

All North American models of the Sega Saturn are black in color. The US and Canadian consoles are identical, other than bilingual text on the Canadian packaging and manuals.

• MK-80000: Manufactured from approximately April 1995 to March 1996 and it's identical to the Japanese grey model except in color.
• MK-80000 (Sega Sports): Manufactured starting October 1995. It has the Sega Sports logo in color on top in blue, red, and white.
• MK-80000A: Manufactured from March 1996 to October 1997. It featured a notched power cord, no drive access light, round power and reset buttons, and a 1.00a BIOS. Jumper locations are once again different.

Sega Saturn

$399
May 11, 1995
• MK-80001 console
• MK-80100 Control Pad

Sega Saturn - Virtua Fighter

$449
May 11, 1995
• MK-80001 console
• MK-80100 Control Pad
• Virtua Fighter
• Sega Saturn Choice Cuts

Sega Saturn - Virtua Fighter

1995
• MK-80001 console
• MK-80100 Control Pad
• Virtua Fighter
• Sega Saturn Choice Cuts

Sega Saturn - Virtua FIghter

1995
• MK-80001 console
• MK-80100 Control Pad
• Virtua Fighter

Sega Saturn - Video Game Sampler Enclosed

1995
• MK-80006 console
• MK-80100 Control Pad
• "Video Game Sampler"

Sega Saturn

1996
• console
• MK-80100 Control Pad

Sega Saturn - Video Game Sampler Enclosed

1996
• MK-80006 console
• MK-80100 Control Pad
• "Video Game Sampler"

Sega Saturn

$199.99
1996
• MK-80008 console
• MK-80116 Control Pad

Sega Saturn - Video Game Sampler Enclosed

1996
• MK-80008 console
• MK-80116 Control Pad
• "Video Game Sampler"

Sega Saturn

1996
• console
• MK-80116 Control Pad
• Bootleg Sampler

Sega Saturn - Video Game Sampler Enclosed - Sega Rally

1996
• MK-80008 console
• MK-80116 Control Pad
• Sega Rally Championship
• "Video Game Sampler"

Sega Saturn - Video Game Sampler Enclosed - Nights Into Dreams

1996
• MK-80008 console
• MK-80116 Control Pad
• NiGHTS into Dreams
• "Video Game Sampler"

Sega Saturn - Video Game Sampler Enclosed - Virtua Fighter 2

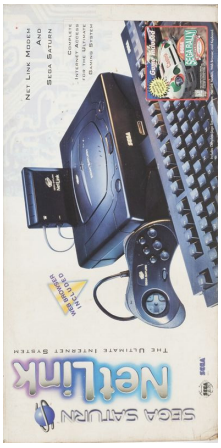
1996
• console
• MK-80116 Control Pad
• Virtua Fighter
"Video Game Sampler"

Sega Saturn - Video Game Sampler Enclosed - 3 Free Game Pack

1996
• MK-80001 console
• MK-80116 Control Pad
• "3 Free Games With Purchase of Sega Saturn"
• Bootleg Sampler

Sega Saturn NetLink - Sega Rally

$449.99
October 31, 1996
80012 console •
MK-80116 Control Pad •
Bootleg Sampler •
Custom Web Browser •
NetLink Keyboard •
NetLink Internet Modem •
NetLink Keyboard Adapter •
Sega Rally Championship •
NiGHTS into Dreams Sampler •



Canada

Sega Saturn

1995
• console
• MK-80100 Control Pad

Sega Saturn - Sega Rally

1995
• console
• MK-80100 Control Pad
• Sega Rally Championship

Sega Saturn - Virtua Fighter

1995
• console
• MK-80100 Control Pad
• Virtua Fighter

Sega Saturn - Panzer Dragoon

1995
• console
• MK-80100 Control Pad
• Panzer Dragoon

Sega Saturn

1996
• 80008-22 console
• MK-80116 Control Pad

Sega Saturn - 3 Free Game Pack

1996
• 80008-22 console
• MK-80116 Control Pad
• "3 Free Games With Purchase of Sega Saturn"

Sega Saturn - 3 Free Game Pack - Sega Rally

1996
• 80008-22 console
• MK-80116 Control Pad
• "3 Free Games With Purchase of Sega Saturn"
• Sega Rally Championship

United Kingdom

£399.99
July 8, 1995
• console
• MK-80301 Control Pad

1995
• console
• MK-80301 Control Pad
• Virtua Fighter

£349.99
1995
• console
• MK-80301 Control Pad
• Daytona USA

1995
• console
• MK-80301 Control Pad
• Virtua Fighter
• Sega International Victory Goal
• Clockwork Knight

Sega Saturn

1996
• console
• MK-80313 Control Pad
• Sonic Jam

SEGA SATURN

European Saturn

These models are all black and externally quite similar to the NA models, but they naturally run at the 50 Hz refresh rate characteristic of PAL territories. Also, EU/AUS machines will have "PAL" next to the BIOS revision number on the system settings screen instead of "NTSC", unless the system has been modified. There is no SECAM Saturn. The French used the same PAL Saturn as the rest of Europe but with a different RF/SCART adapter.

• MK-80200-50 (PAL model 1): Based on the first major Saturn design, is black with oval buttons and has a Drive Access LED. One green power light next to the power switch, one orange Drive Access LED next to the Reset button, large trapezoid-like eject button, usual Saturn styling, vent holes in the side casing unlike some later models.
• MK-80200A-50 (PAL model 2): Based on the second major Saturn design, is black with gray round buttons and has no Drive Access LED. One green power light next to the power switch, smaller recessed gray eject button, no vent holes in the side casing.

1996
• console
• MK-80313 Control Pad
• Command & Conquer

1995
• console
• MK-80313 Control Pad
• Tomb Raider
• Sega Flash Vol. (?)

1995
• console
• MK-80313 Control Pad
• Sega Rally Championship
• Sega Worldwide Soccer '97

France

3,390F
July, 1995
• console
• MK-80301 Control Pad

2,590F
1995
• console
• MK-80301 Control Pad
• Daytona USA

1996
• console
• MK-80313 Control Pad
• Preview Sega Saturn Vol. 1

1996
• console
• MK-80313 Control Pad
• Virtua Fighter
• Sega Rally Championship

Sega Saturn Action Pack

1,590F
March 4, 1996
• console
• MK-80313 Control Pad
• Sega Rally Championship
• Sega Worldwide Soccer '97
• Sega Flash Vol. (?)

Latvia and Estonia

1996
• console
• MK-80301 Control Pad

Germany

Sega Saturn

1995
• console
• MK-80301 Control Pad

1995
• console
• MK-80301 Control Pad
• Virtua Fighter
• Clockwork Knight

Sega Saturn

1995
• console
• MK-80301 Control Pad

1996
• console
• MK-80313 Control Pad
• Sega Rally Championship
• Sega Flash Vol. (?)

December 1, 1996
• console
• MK-80313 Control Pad
• Command & Conquer

Sega Saturn Action Pack

449,95DM
1997
• console
• MK-80313 Control Pad
• Sega Rally Championship
• Sega Worldwide Soccer '97
• Sega Flash Vol. (?)

Slovenia

1996
• console
• MK-80301 Control Pad

Spain

Sega Saturn

79,900 Ptas
July, 1995
• console
• MK-80301 Control Pad
• Virtua Fighter

69,900 Ptas
1995
• console
• MK-80301 Control Pad
• Daytona USA

1995
• console
• MK-80301 Control Pad

Bulgaria

1996
• console
• MK-80301 Control Pad

Serbia and Montenegro

1996
• console
• MK-80301 Control Pad

Czech Republic and Slovakia

8.998 Kc
1996
• console
• MK-80301 Control Pad

Italy

Sega Saturn

1995
• console
• MK-80301 Control Pad
• Virtua Fighter

69,900 Ptas
1995
• console
• MK-80313 Control Pad

1995
• console
• MK-80313 Control Pad

Romania

1996
• console
• MK-80301 Control Pad

Poland

1200 zł
March 1, 1996
• console
• MK-80301 Control Pad

Portugal

Sega Saturn

1995
- console
- MK-80301 Control Pad

1996
- console
- MK-80313 Control Pad

Sega Saturn

1996
- console
- MK-80301 Control Pad
- Sega Flash Vol. 5

1995
- console
- MK-80313 Control Pad
- Daytona USA

1995
- console
- MK-80313 Control Pad
- Virtua Fighter
- Sega Rally Championship

1997
- console
- MK-80301 Control Pad
- Pocket Boy
- Sega Flash Vol. ?

Lithuania

2799 Lt
1996
- console
- MK-80301 Control Pad

Australia

$695
1996
- console
- MK-80301 Control Pad
- Daytona USA
- Bootleg Sampler

1995
- console
- MK-80313 Control Pad
- Sega Flash Vol. 2

Russia & CIS

1996
- console
- MK-80301 Control Pad

Asian Saturn

Sega Saturn consoles released in Asian countries (other than Japan and South Korea) are normal Japanese units, with different boxing only, and a 220v power supply. These units all have their model numbers end in -07. Not much to say about these, their boxes and manuals were in English instead of Japanese. They are a nice option if you live in PAL land but want a 60hz machine without modding, as their 220v power supply makes voltage converters unnecessary. They had counterparts for almost every Japanese boxed release. Known motherboards are VA0, 1, 3, 5, 7, 13, and 15. The last few units came with Video CD cards preinstalled, and had a red "Video CD" label on the console and the boxing had unique yellow colors instead of white.

Sega Saturn

1994
- MK-80202-07 console
- HSS-0101 Control Pad

Sega Saturn - 1,000,000th Campaign Box

1994
- console
- HSS-0101 Control Pad
- Virtua Fighter Remix

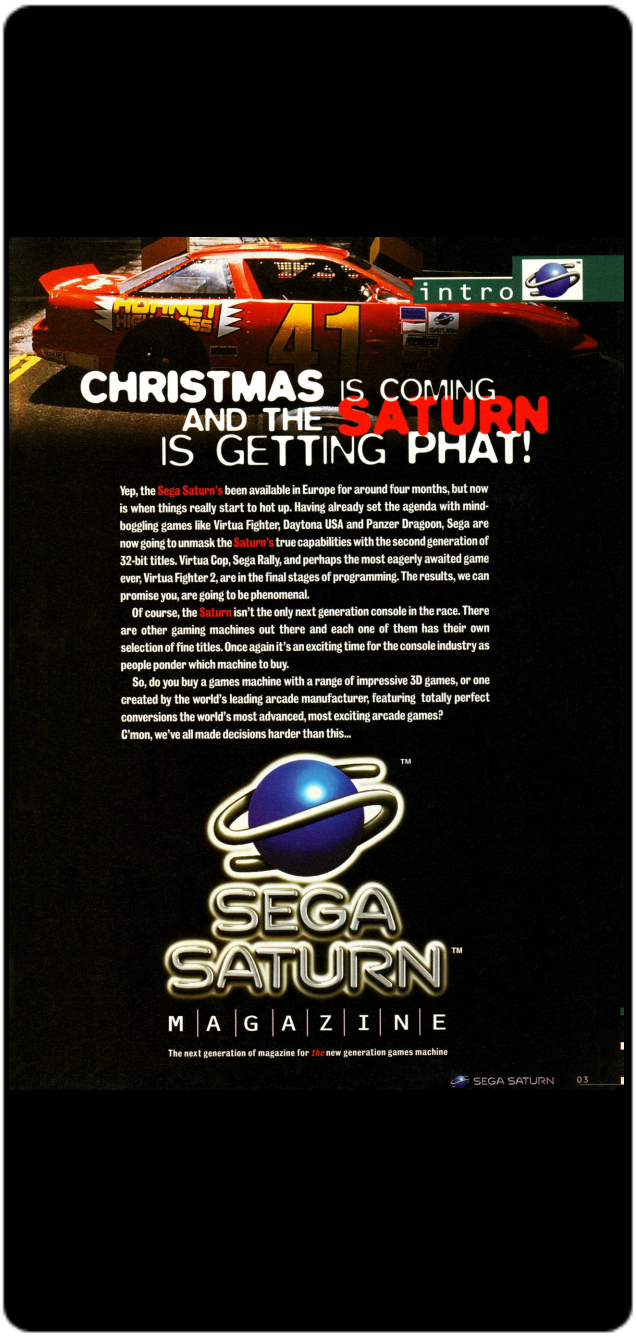
1994
- MK-80215-07 console
- HSS-0101 Control Pad

1996
- MK-80220-07 console
- HSS-0101 Control Pad

1997
- MK-80228-07 console
- HSS-0101 Control Pad

1997
- MK-80228-07 console
- HSS-0101 Control Pad

1998
- MK-80229-07 console
- HSS-0101 Control Pad
- Video CD Card



South Korean Saturn

In 1995, while LG was distributing the 3DO in Korea and Nintendo was distributed by Hyundai, Samsung (who previously distributed both the Master System and Mega Drive) distributed the Saturn. It was released as the Samsung Saturn in November 10th 1995 and was made only for South Korea. There are a lot of rumors about what is inside these, but all units that have been seen opened up were all completely stock Japanese VA1 motherboards (171-7006C 837-11613-01), had everything intact, with only the region jumpers and the BIOS rom being different. The region is set to 2 for Korea, and the BIOS version states v1.02a and looks like the USA/PAL version rather than the Japanese one. The bios is unique in that it disables the Japanese language option when the console is set to the default region 2 code (it reappears if the region code is set to anything other than region 2). There was no Korean language option added. It's power supply is unique in that it is capable of handling 110v-220v. This is because South Korea was in the process of converting it's power grid from 110v to 220v, so most South Korean retro game consoles come with a multi-voltage power supply. Units produced: unknown, probably ~3,000-4,000, but there might have been a lot more.

There are 4 different model numbers of the Samsung Saturn (SPC-SATURN, SPC-SATURN II, SPC-ST, SPC-ST2), although the consoles themselves are identical. The model number only indicates whether the console was packaged with a game or a Saturn region converter cartridges (this can be seen in old magazine advertisements). SPC-SATURN and SPC-SATURN II were the initial released models, with SPC-SATURN II including Virtua Fighter Remix. SPC-ST and SPC-ST2 were later released models and both came with a ST-KEY region converter cartridge (hence the model name), with SPC-ST2 also including 1 game.

Launch games included Daytona USA, Panzer Dragoon, Virtua Fighter Remix and Worldwide Soccer: Sega International Victory Goal Edition.

It is compatible with all Samsung Saturn games as well as all Korean Sega Saturn games (non-Samsung branded). There are also a few Japanese, Asian and American games that were also coded for region 2, which will play on Samsung Saturn without the need for a region converter cartridge.

Initially retailing for up to ₩595,000 the Samsung Saturn was a commercial failure due to the high price and limited number of available games. Most people instead imported the cheaper Japanese consoles.

By February 1997, Samsung completely exited the gaming business due to the failure of the Samsung Saturn and the 1997 Asian financial crisis.

In September 1997, Kama Entertainment distributed the model 2 Sega Saturn in South Korea. It looks similar to the North American model 2 console but has the Japanese-style Sega Saturn logo, has a 220v power supply, uses VA13 motherboards with the region code set to 1 for Japan and bios v1.01. It was released at a cheaper price of ₩349,000. It has the standard Sega Saturn branding instead of Samsung Saturn. Kama Entertainment and Wooyoung System also distributed a handful of games under the Sega Saturn branding. Some consoles were also bundled with Sega Rally or Virtua Cop 2.

₩550,000
November 10, 1995
• SPC-SATURN console
• SATURN-0001 Control Pad

Sega Saturn

₩595,000
November 10, 1995
• SPC-SATURN II console
• SATURN-0001 Control Pad
• Virtua Fighter Remix

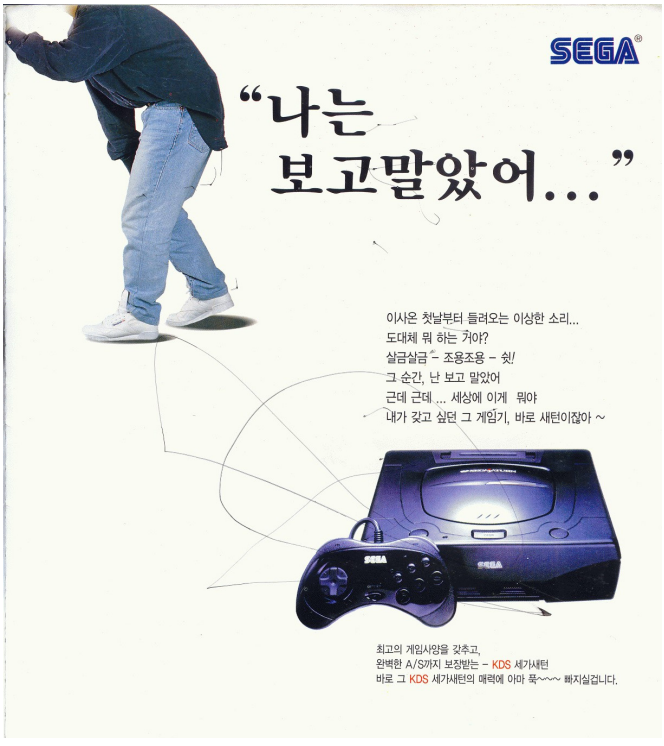
₩418,000
1995
• SPC-ST2 console
• SATURN-0001 Control Pad
• Converter

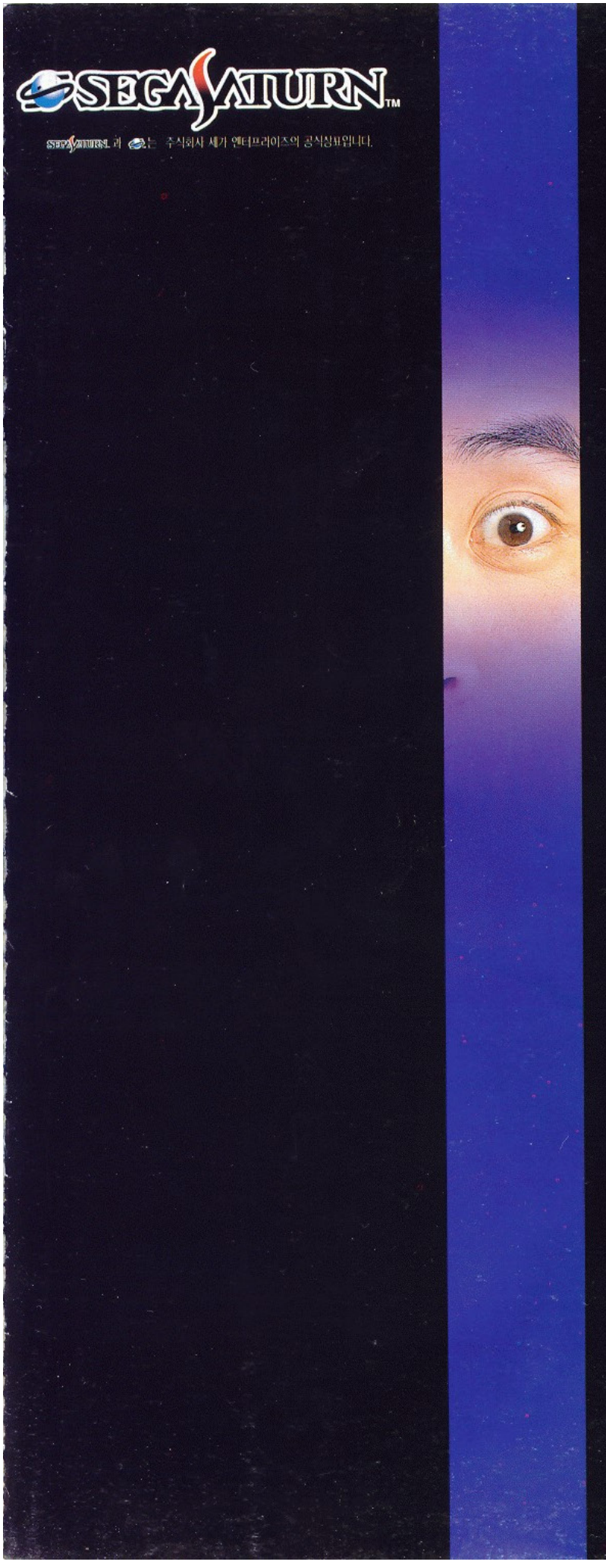
₩451,000
November 10, 1995
• SPC-SATURN console
• SATURN-0001 Control Pad
• Converter
• unknown

₩349,000
1997
• MK-80226-08 console
• HSS-0101 Control Pad

1997
• MK-80226-08 console
• HSS-0101 Control Pad
• Virtua Cop 2

1997
• MK-80226-08 console
• HSS-0101 Control Pad
• Sega Rally Championship





SEGA SATURN™

Brazil Saturn

Like the Sega Master System and Sega Mega Drive before it, the Sega Saturn was distributed by Tectoy in Brazil. These units were essentially re-branded USA units at first (both model 1 and 2), then Japanese white units, and lastly Derby Stallion Skeleton Saturns. All these units had a few internal modifications: custom power supplies were added, all serial numbers were removed, the region was changed to region 4 for USA when necessary, and units were fitted to output PAL-M signal. This sometimes included changing the master clock to 14.302446 Mhz, but sometimes they only added a separate sub-board with an oscillator, and fed the clock input directly to the video encoder, leaving the default 14.318 Mhz master clock in place. Since all serials were removed, it is impossible to guess how many of these were made. Like previous SEGA consoles released in Brazil, they are fully compatible with all games released in North America. In fact, most of the Tectoy Saturn games were simply US discs in Brazilian packaging.

1996
- 180090 console
- HSS-0101 Control Pad

1999
- console
- HSS-0101 Control Pad
- Virtua Fighter Remix

1995
- 180010 console
- MK-80301 Control Pad
- Virtua Fighter

1995
- 180010 console
- MK-80301 Control Pad
- Virtua Fighter Remix

1996
- console
- MK-80313 Control Pad
- Virtua Fighter Remix
- Sega Worldwide Soccer 97
- Daytona USA: Champion Circuit Edition

THE DOG'S PERIPHERALS

Saturn Accessories

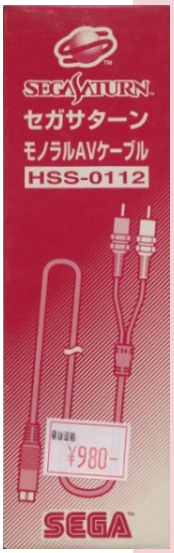
These pages are mostly taken from:segaretro.org

These pages include accessories for the Sega Saturn. Several accessories were released for the Sega Saturn, across the three regions, some in common, some exclusive to Japan. Like the Saturn Models, many were also licenced by other Sega hardware partners.

Monaural AV Cable

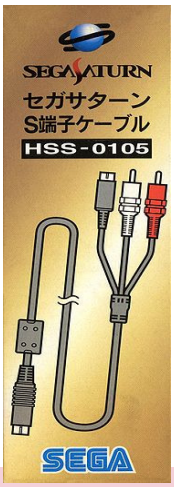
Manufacturer Sega
Release (jp) November 22, 1994
Type TV connector

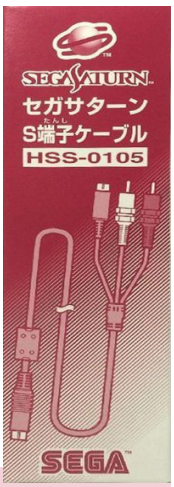
The Monaural AV Cable is the official method of connecting a Saturn to a television via RCA video (yellow) and audio (white) standards



The reason for this cable's existence is not fully understood, as all Japanese Saturn consoles were bundled with Stereo AV Cables, which fulfill exactly the same functions (and were sold separately). What differs between the two is the omittance here of the red "right audio channel" cable for stereo sound, but given as each cable is plugged in separately, it does not make the Stereo AV Cable incompatible with mono televisions. Likewise the Saturn can be configured via the settings screen to output audio in mono, and thus only use the white lead.

S-Video Cable





Manufacturer Sega
Release (jp) November 22, 1994
Type TV connector

The S-Video Cable is the official method of connecting a Saturn to a television via S-Video.

21 Pin RGB Cable

Manufacturer Sega
Release (jp) November 22, 1994
Type TV connector

The 21 Pin RGB Cable is the official method of connecting a Saturn to a television via the Japanese RGB standard (not SCART, which uses the same connector). It was only released in Japan and a SCART version for Europe was never released separately.

21 Pin RGB Cable

Manufacturer Sega
Release (jp) November 22, 1994
Release (us) May, 1995
Release (eu) July 8, 1995
Type TV connector

The RF Unit is the official method of connecting a Saturn to a television via RF standards. Connector types differ between countries so the units are slightly different per region, but they function in much the same way.

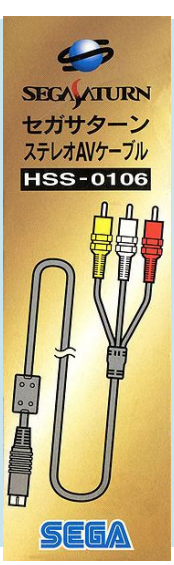
In Europe, RF Units were distributed with later consoles. Other regions received superior Stereo AV Cables instead, with RF Units offered separately for consumers with older televisions.

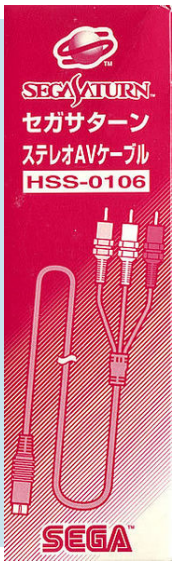
Stereo AV Cable

Manufacturer Sega
Release (jp) November 22, 1994
Type TV connector

The Stereo AV Cable for the Sega Saturn is the official method of connecting a Saturn to a television via RCA video (yellow) and audio (white left, red right) standards.

All Japanese Saturn consoles were bundled with this cable, although it was also sold separately. It was not officially released outside of the country.

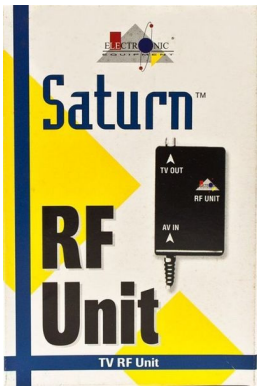




AV Selector

Manufacturer Sega
Release (jp) 1996
Type TV connector

The AV Selector is a switch allowing users to toggle between four sets of composite video outputs. It was released by Sega and has a Sega Saturn product name, but a Saturn is not required for it to function.



RF Unit

Manufacturer Electronic Equipment
Release >= 1995
Type TV connector

RF Unit

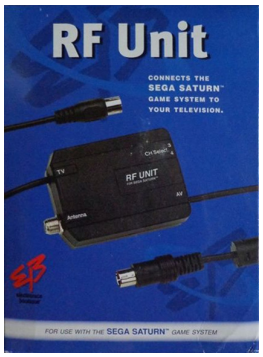
Type TV connector

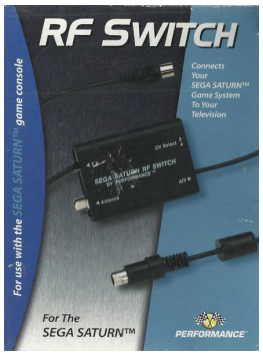
AV Cable

Manufacturer Retro-bit
Type TV connector

RF Unit

Manufacturer Electronics Boutique
Release >= 1995
Type TV connector





RF Unit

Manufacturer Performance
Release 1997
Type TV connector

S-Video AV Cable

Manufacturer Retro-bit
Type TV connector

AV Cable

Manufacturer Tomee
Release 2012
Type TV connector

N-PAL Convertor

Manufacturer Game Source
Type TV connector

Pro Extension

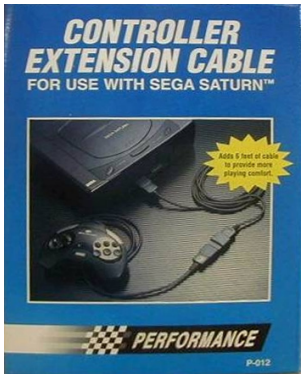
Manufacturer Naki
Release >= 1995
Type Extension cable

Extension Cable

Manufacturer Tosk
Release >= 1995
Type Extension cable

Controller Extension Cable

Manufacturer Performance
Release >= 1995
Type Extension cable



Extension Cable

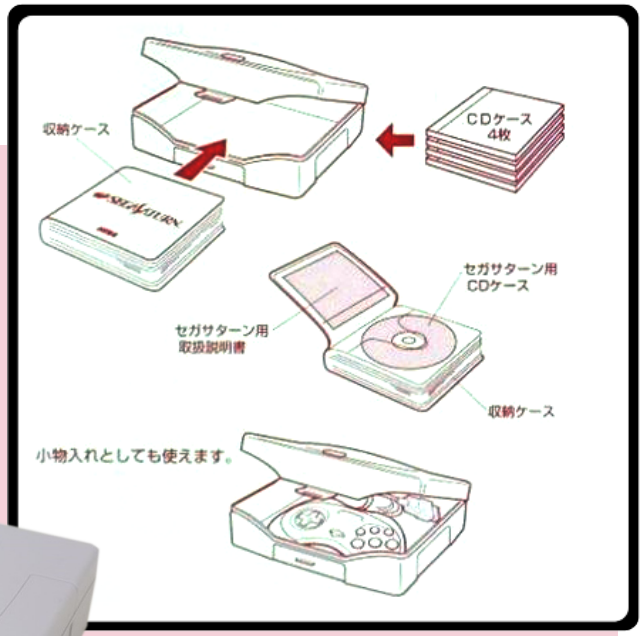
Manufacturer High Frequency
Release >= 1995
Type Extension cable

CD Soft Case

Manufacturer Sega
Release (jp) 1996
Type Storage case

The CD Soft Case is a means of storing compact discs endorsed by Sega. It was only released in Japan and shares the Sega Saturn's aesthetic and product code scheme, but is by no means limited to Saturn software.

The CD Soft case is essentially a soft CD holder in a plastic Saturn-shaped box.



US MK-80100

EU MK-80301

EU MK-80313

JP Cool Pad

BR

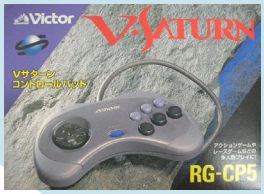
US MK-80114

KR Samsung Saturn

JP HiSaturn

US MK-80116

JP V-Saturn, RG-CP6



JP V-Saturn, RG-CP5

JP White

US MK-80100
EU MK-80301

JP Grey

US MK-80116
EU MK-80313

Samsung
KR SATURN-0001

KR HSS-0101

US MK-80114
JP HSS-0101

V-Saturn
JP RG-CP5

BR

white
JP HSS-0101

V-Saturn
JP RG-CP6

BR

skeleton
JP HSS-0101

Hi-Saturn
JP HSS-0118

BR

Control Pad

Manufacturer Sega
Release (jp) November 22, 1994
(us) May 11, 1995
(eu) July 8, 1995
Type Controller

The Sega Saturn Control Pad, later known simply as the Controller in North America, is primary method of user input for the Sega Saturn. It is an evolution of the Six Button Control Pad for the Sega Mega Drive and was originally seen in 1994 along with the Saturn console.

It has a circular D-Pad, a Start button, and six face buttons; A, B, C, X, Y and Z. New to the Saturn is the addition of two shoulder buttons, L and R, which replace the Mega Drive's "mode" button to bring the total number of buttons to nine. Like the Mega Drive Control Pad(s), it is ergonomically designed for maximum comfort.

The Saturn controller debuted in Japan in 1994 and remained largely unchanged throughout the lifespan of the console. In North America and Europe however, a different, much bulkier controller was released to supposedly accommodate for the "bigger hands" of western consumers. This "MK-80100" control pad is functionally identical to its Japanese cousin, but is slightly larger and has a peculiar concave D-Pad, not seen in a Sega console since. This particular model is often regarded to be worse than the Japanese variant, and was replaced entirely during the summer of 1996, cutting costs as the console was redesigned.

There are many slightly different colour variations of the controller, mostly to match the colour of the console. Japan initially received grey pads, but eventually saw white and clear varieties as well as those designed for V-Saturns and HiSaturns. In the rest of the world (bar Brazil), only black controllers were released.

Control Pad

Manufacturer Sega OziSoft
Release (eu) 1996
Type Controller

The Control Pad by Sega OziSoft is a controller for the Sega Saturn, released exclusively in Australia in 1996.

Though very similar to a standard Saturn Control Pad (of which there are many variants), this particular model has a slightly different plastic casing - a design not seen either before or since. Most notably, the Australian Control Pad has turbo switches on the back of the unit - though several turbo controllers received official branding for the Sega Mega Drive (namely the Sega MegaFire), this is the only "official" Saturn control pad to offer this service (the Virtua Stick offers these functions in arcade stick form).

It is presumed to have been phased out relatively quickly, as Sega began to roll out the similar, cost-reduced, Japanese-style control pad as the standard controller.

Similar to previous controllers released by Sega OziSoft, it is a re-brand of a third-party controller.

Saturn Infrared Control Pad

Manufacturer Sega
Release (jp), (eu)
Type Controller

The Saturn Infrared Control Pad, known as the Cordless Pad in Japan, is a special type of Sega Saturn control pad, which rather than rely on leads communicates with a Sega Saturn through infrared light.

The Infrared Control Pad requires both of the Sega Saturn's control ports. It was sold as a bundle (containing a controller and a receiver), though it was also possible to purchase controllers and receivers separately.

Prototype

Sega Prologue Control Pad

Manufacturer Sega
Release (jp)
Type Controller

The Sega Prologue Control Pad is an extremely rare peripheral compatible with the Sega Saturn. It is essentially a standard Saturn Control Pad but with a much longer cord - one that's five metres long.

Though completely compatible with home Sega Saturns, the Prologue Control pad was not designed for the console. Instead, it was designed for the extremely rare Sega Prologue 21 karaoke unit.

Saturn third-party controllers

There are many third-party controllers for the Sega Saturn. For the majority of controllers, very little information about them is currently available to the public.

ST 11
Competition Pro

Turbo
WS

Turbo
WS

S-S Pad

Joyshuttle
Zykon

Explorer
Joytech, Innovation

StrikePad
Quickshot

SaturnStick

Explorer+
Joytech

The Pad (alt)
Innovation

The Pad
Innovation

ST-18
Competition Pro

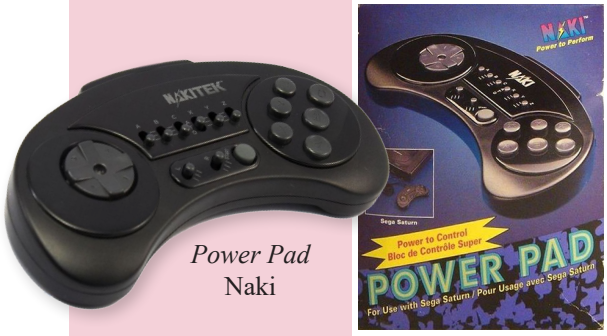
Stealth

VR-Especial

Saturn-18
Funsoft

Infra-Red Controllers
Blaze

Panther 3
Panther



Power Pad
Naki

Saturn Pad 6
Funsoft

Fighting Commander SS
Hori

Old Skool controller

SunSaturn Pad
Sunsoft

Super Cobra

Kiki

Old Skool

Speed Pad
Super Cobra

Panther 3
Panther

VR-Especial
Saturn Control Pad

Explorer Super Joypad

Access Line

SS Pad

Saturn-18

ST ProPad

Odyssey
Phase 9

Super Cobra

Infra-Red Controllers
Blaze

Explorer SA

Manufacturer Logic 3
Release (eu)
Type Controller

The Explorer SA by Logic 3 is a third-party control pad. It is identical to a normal pad aside from added turbo features and programmable functions. Explorers were made for other consoles too - the Explorer SG for example is designed for the Sega Mega Drive.

ASCII Pad X

Manufacturer ASCII
Release (jp)
Type Controller

The ASCII Pad X is a third-party controller developed by ASCII for the Sega Saturn. It is a round controller with turbo switches sold only in Japan.

Astro Pad

Manufacturer QuickShot
Type Controller

The Astro Pad, not to be confused with the Sega Dreamcast AstroPad, is a third-party control pad for the Sega Saturn. It is a fairly bog-standard accessory moulded similarly to previous controllers released by the company, such as the Invader 3 for the Sega Mega Drive.

Horipad SS

Manufacturer Hori
Release (jp) white - August 2, 1996
(jp) clear - December 12, 1997
Type Controller

The Horipad SS is a third-party controller released by Hori in Japan. It is a simple replacement controller with no major additions over the official control pad. Both white and transparent (“clear”) versions exist.

Mad Catz Control Pad for Saturn

Manufacturer Mad Catz
Release (us), (eu)
Type Controller

The Mad Catz Control Pad for Saturn is a third-party controller developed by Mad Catz.

It is a fairly common and relatively bog-standard Saturn controller, with all the features of a regular Control Pad, just in a slightly different shell. There are at least three slight variants of this - the standard Mad Catz branded controller, a High Frequency version meant for North American Toys R Us stores, and a version sold in Europe by Gamester who used their own branding on the product.

The Mad Catz Advanced Control Pad for Saturn is similar to this controller but with added turbo features.

Master 32

Manufacturer Logic 3
Release (eu)
Type Controller

The Master 32 by Logic 3 is a third-party control pad. It is dual-format controller (with support for the PlayStation), and has turbo/ programmable features. It builds on a PlayStation controller called the Station Master, similar to how the Explorer 32 (with similar features to this pad) builds on the Explorer SS.

Mad Catz Advanced Control Pad for Saturn

Manufacturer Mad Catz
Release (us), (eu)
Type Controller

The Mad Catz Advanced Control Pad for Saturn is a third-party controller for the Sega Saturn developed by Mad Catz.

The Advanced Control Pad is effectively a Mad Catz Control Pad for Saturn but with added turbo features. A version was sold in Europe by Gamester who used

SG Tornado Pad

Manufacturer Imagineer
Release (jp)
Type Controller

The SG Tornado Pad is a third-party controller released by Imagineer in Japan.

The SG Tornado Pad is a stripped down version of the Eclipse Pad seen elsewhere in the world, with many of the turbo features removed, and swapped placement of the Start and Slow Motion buttons. It is unknown whether other regions of the world received the SG Tornado Pad (or whether Japan officially received the Eclipse Pad). The SG Tornado Pad also uses a lighter shade of grey for its case.

A similar story befalls its arcade stick counterpart, the SG Tornado Stick.

SS JoyPad AI

Manufacturer VIC Tokai (?)
Release (jp)
Type Controller

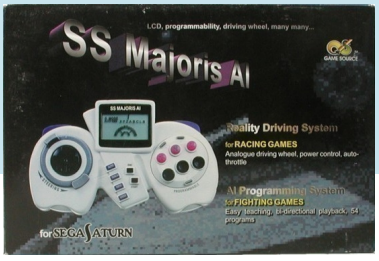
The SS JoyPad DX is a third-party controller. It was marketed by VIC Tokai in Japan, though judging from its similarities to the SS JoyPad AI, it was likely manufactured by a different company (one which is currently unknown). The SS JoyPad DX is a strangely-shaped Saturn controller with turbo features.

SS JoyPad AI

Manufacturer (jp) Intec, Game Source/Eternal Peace Electronics
Release (jp), (eu)
Type Controller

The SS JoyPad AI is a third-party controller. The Japanese version credits Intec as its creators, although elsewhere it was marketed as the SS Majoris AI, with credits going to Game Source/Eternal Peace Electronics. At present its true origins are unknown.

The SS JoyPad AI is an upgrade over the SS JoyPad DX, with added programming abilities.

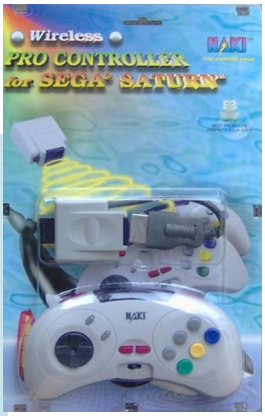


SS Pro Commander

Manufacturer Optec
Release (jp)
Type Controller

The SS Pro Commander is a third-party controller created by Optec. It is a programmable controller, which can also use data stored on small cartridges.

Wireless Pro Controller



Manufacturer Naki
Release (us)
Type Controller

The Wireless Pro Controller by Naki is a third-party controller. It is an infra-red wireless controller with basic turbo features.

Doc's Hi Tech Game Products released an own-brand version in North America.

SBom Joycard

Manufacturer Hudson Soft
Release (jp) 1996
Type Controller

The SBom Joycard (model no. HC-735) is a controller manufactured by Hudson Soft. It was built mainly with Saturn Bomberman in mind, and was often distributed with the game along with the SBom Multitap in Japan, where it remained exclusive.

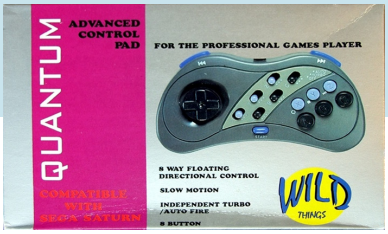
The SBom Joycard functions exactly like an ordinary Saturn controller, however has nine turbo switches and a moulding of Bomberman on its shell. The turbo function claims to be able to output 26 "shots" per second. It also features a switch in the center that when put into "Hu Position", unlocks hidden features in Hudson Soft games.

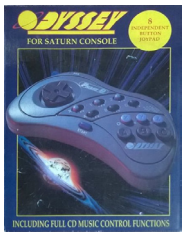
Saturn Infrared Control Pad

Manufacturer InterAct
Release (eu), (us) 1996
Type Controller

The ST ProPad is a third-party controller created by Recoton's STD Manufacturing division and sold under the InterAct name. It is a simple controller with turbo switches.

The ST ProPad is one of the more common third-party controllers. It was sold as the Game Pad by Electronics Boutique, Quantum by Wild Things and under the Turbo Pad Control brand by Dynacom in Brazil. It also appears to have inspired the Odyssey by Phase 9.





Super Pad 8

Manufacturer InterAct (Recoton)
Release (us), (eu)
Type Controller

The Super Pad 8 is a third-party controller manufactured by Performance. It is very simliar to a regular Saturn controller however has a number of small improvements. It has a turbo mode that applies to all face buttons, an extra long lead and a slow motion mode. The controller was sold in the US and Europe.

Power Pad

Manufacturer Naki, Doc's Hi-Tech Game Products
Release (us) 1995
Type Controller

The Power Pad by Naki is a third-party controller for the Sega Saturn. It is effectively an upgraded version of Naki's Control Pad, with extra turbo features added.

Doc's Hi Tech Game Products released an own-brand version in North America.

Psychopad Jr.

Manufacturer Act Labs
Release (us) 1997
Type Controller

The Psychopad Jr. is a third-party programmable control pad for the Sega Saturn, as a non-stick alternative to the Psychopad K.O..

PlayStation and Super Nintendo versions were also released.

Saturn-28

Manufacturer A-1
Release (us), (eu)
Type Controller

The Saturn-28 by A-1 is a third-party controller. Similar packaging style and controller trends suggest it was likely manufactured by Honey Bee.

Aside from minor cosmetic differences, it is not known how this differs from the Saturn-18.

Explorer 32

Manufacturer Logic 3
Release (eu)
Type Controller

The Explorer 32 by Logic 3 is a third-party control pad. It is essentially an upgraded Explorer SS, now with added support for the PlayStation). How it differs from the Master 32 aside from aesthetics is not clear.

Saturn-8

Manufacturer Honey Bee, Competition Pro, Nyko
Release (us), (eu)
Type Controller

The Saturn-8 is a third-party control pad for the Sega Saturn. It is a simple pad which is functionally identical to the official Saturn control pad, though likely retailed for slightly cheaper upon release.

The Saturn-8 is presumed to have been created by Honey Bee, although was distributed under various different labels including Competition Pro in the United Kingdom and Nyko in North America (as the Strike Pad).

Control Pad

Manufacturer Naki
Release (us)
Type Controller

The Control Pad by Naki is a third-party controller for the Sega Saturn. Other than different styling it is a bog-standard controller which functions no differently than the official model. Both black and white variants exist. There is an another version of the Control Pad with a more "classic" shell, that have audio/video player functions.

Eclipse Pad

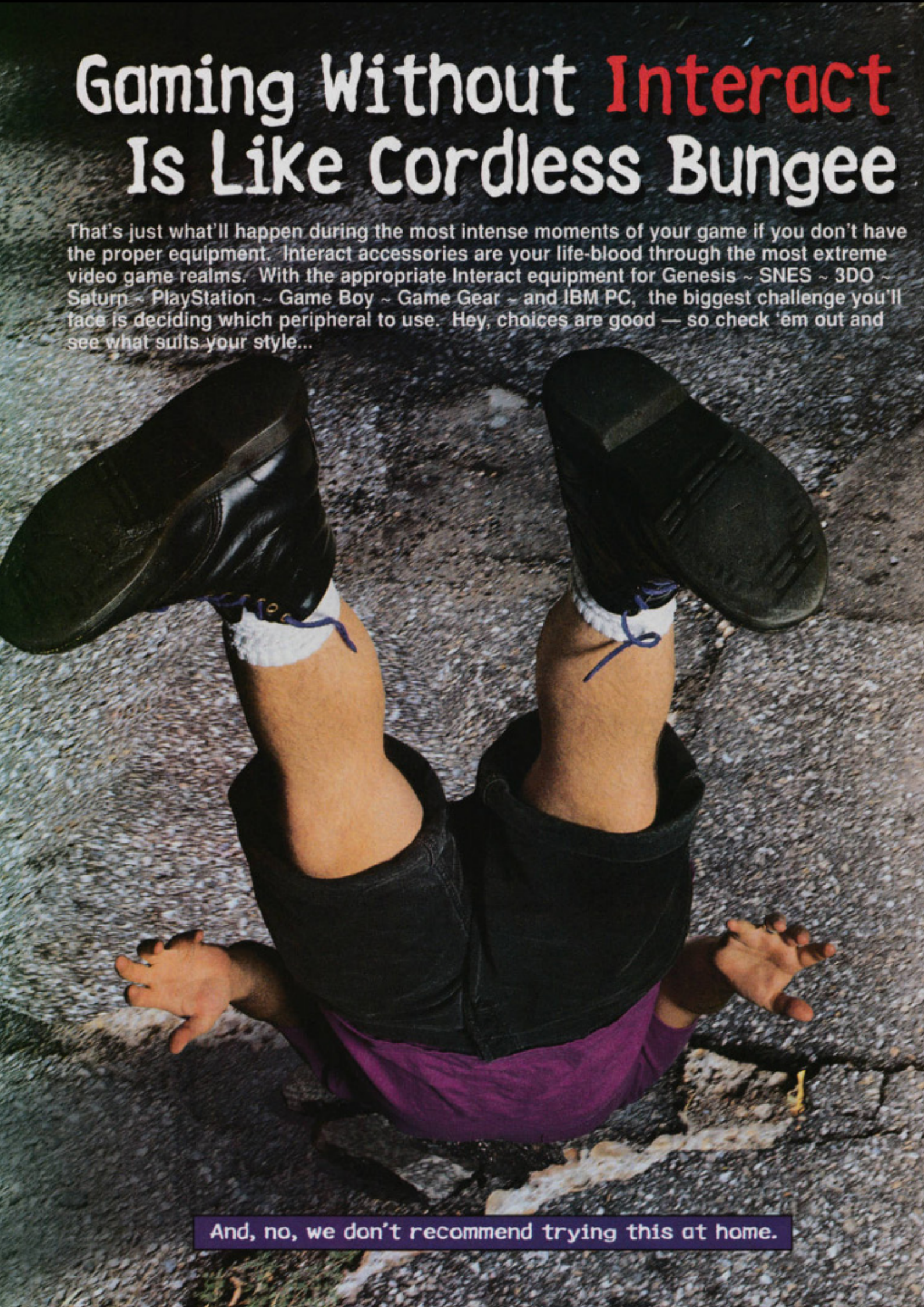
Manufacturer InterAct
Release (eu), (us) 1995
Type Controller

The Eclipse Pad is a third-party controller created by Recoton's STD Manufacturing division and sold under the InterAct name. It is the direct descendant of the Sega Mega Drive's SG ProPad 6, being almost identical bar the name, plug, and extra shoulder buttons.

Like the SG ProPad 2/SG ProPad 6, it can be "programmed" so that certain buttons have turbo features. It also contains a "slow" button, which rapidly pauses/unpauses the game, giving the effect of slow motion.

Gaming Without Interact Is Like Cordless Bungee

That's just what'll happen during the most intense moments of your game if you don't have the proper equipment. Interact accessories are your life-blood through the most extreme video game realms. With the appropriate Interact equipment for Genesis ~ SNES ~ 3DO ~ Saturn ~ PlayStation ~ Game Boy ~ Game Gear ~ and IBM PC, the biggest challenge you'll face is deciding which peripheral to use. Hey, choices are good — so check 'em out and see what suits your style...



And, no, we don't recommend trying this at home.

3D Control Pad

Manufacturer Sega
Release (jp) July 5, 1996
(us) August 23, 1996
(eu) September, 1996
Type Controller

The 3D Control Pad, called the Sega Multi Controller in Japan and the Joystick 3D in Brazil, is a control pad developed for use with the Sega Saturn. Debuting with NiGHTS into Dreams, it was Sega's answer to the then revolutionary Nintendo 64 controller, which featured an analogue stick as opposed to relying solely on D-Pads.

Analogue sticks generally allow for greater precision in a 3D environment, which in 1996 were becoming more common in the console video game market.

The 3D Control Pad builds on the features already seen in the standard Saturn Control Pad, containing an eight-direcional D-Pad, and A, B, C, X, Y, Z and Start face buttons. New to the controller is an analogue thumbstick (or "3D Directional Pad" as Sega called it), positioned on the left hand side of the controller above the D-Pad. Also inlcuded are analogue L and R shoulder triggers, a first for mainstream video game controllers.

To avoid compatibility issues, the analog controller has a switch under the start button to swap between "Digital" and "Analogue" modes. Switching to "Digital" mode disables all analogue settings, essentially turning the controller back into a standard control pad. This switch was vital, because earlier games were not built to understand the analogue technology and will not function correctly if the wrong mode is chosen. The original PlayStation and its latter dual-analogue controllers also required this feature.

The lead can also be removed from the controller for storage purposes.

The 3D Control Pad did not see widespread adoption for the same reason the Sega Saturn failed to capture a large share of the market in the west. The Saturn's 3D output was low, and as the controllers were never bundled with the console, consumers were more familiar with the standard Saturn control pads. It also has some design issues, namely the fact it is quite a lot bigger than most other controllers and arguably less comfortable than the standard pads for certain genres. Even in Japan, where the Saturn was successful, the controller was not used by many games (many of them coming from Sega, though some developers, such as KID, supported it quite a bit (in their case, even after Sega introduced the Dreamcast)).

The 3D Control Pad also works with games compatible with the steering wheel controllers, and the Sega Mission Stick.

The 3D Control Pad takes many of its design cues from the XE-1AP, an analog thumbstick controller previously released for the Mega Drive in 1989, exclusively in Japan.

The 3D Control Pad is one of Sega's most significant video game controllers, with Sega filing a patent covering a number of possible extensions to the design, achieved through the port at the top of the controller.

Covered ideas include wireless connections to the console (and light gun-style support), extra joysticks and trackballs, memory cards, a second display, clocks, a curious rotatable standand motion control.

Vibration feedback is also considered which may pre-date attempts by Nintendo.

Notably the 3D Control Pad beat the Nintendo 64 to market by a month in the US and several months in Europe, so the Sega Saturn stands as the first video game console to support modern analogue stick support.

"segaretro.org"

Korea, NiGHTS into Dreams

Brazil

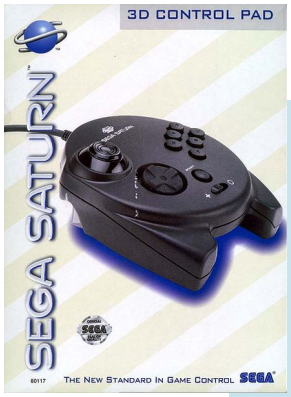
Japan

Japan, NiGHTS into Dreams

Japan, Magic Carpet

Europe

Europe, NiGHTS into Dreams



US

US, NiGHTS into Dreams

The 3D Control Pad can be credited for many common features seen in controllers today, with its design greatly influencing that of the Sega Dreamcast Controller. Analogue shoulder buttons have since been adopted by Nintendo, Microsoft and Sony in the Nintendo GameCube, Xbox and PlayStation 3 (and their successors) and the placement of the analogue stick has also been copied by several firms, including Microsoft and Nintendo. Microsoft's Xbox and Xbox 360 controllers in particular borrow a number of design elements from the Dreamcast Controller and Saturn 3D Control Pad.

North American games which support the 3D Control Pad have this icon indicating compatibility on the back of the box.

Computer & Video Games (UK) #176

[SATURN "3D" PAD REVEALED]

Sega chose the week of E3 to unveil their new analogue controller for the Saturn. It will be bundled with the NIGHTS game, with release dates set for July in Japan, and 20 September in the US. If you want one on its own, the price is 3800 Yen (approx $25 US) which should translate directly to £25 in the UK. The crucial component - the 3D controller - is obviously different in style and placement to N64's centre mounted 3D stick. On its own, the analogue pads works well and lends a fantastic new feel to NIGHTS. However the crucial difference is that both controllers cannot function simultaneously. Nintendo's can. Limitations aside, the 3D pad is set to boost the appeal of other flight and race games on Saturn. Plus the flimsy shoulder buttons on the US and British pads can finally be given up in favour of the cool triggers replacements. Overall then, the Sega Saturn Analogue Controller has potential to give Saturn games the edge over PlayStation. But Nintendo need not worry - too much.

▲ The switch at the bottom of the controller's face toggles between the D-pad and the 3D pad.

Saturn Twin-Stick

Manufacturer Sega
Release (jp) November 29, 1996
Type Controller

The Saturn Twin Stick is a special peripheral designed with Cyber Troopers Virtual-On in mind. As the name suggests it features two joysticks at the expense of fewer buttons. Despite having a product code of its own (HSS-0151), it was only ever sold as part of a HSS-0154 pack containing Cyber Troopers Virtual-On.

The Saturn Twin Stick was only released in Japan (despite having detailed descriptions of the controls in the US and EU Cyber Troopers Virtual-On manual), and its design would go on to inspire the Dreamcast Twin Stick.

Terminator

Manufacturer Logic 3
Release (eu)
Type Controller

The Terminator is a third-party controller for the Sega Saturn created by Logic 3. Despite its odd shape, it is no different than a standard Saturn control pad, though does come equipped with extra LEDs. A turbo version was released as the Voyager.

Voyager

Manufacturer Logic 3
Release (eu)
Type Controller

The Voyager is a third-party controller for the Sega Saturn created by Logic 3. It is essentially a turbo version of the Terminator.

Sankyo FF

Manufacturer Sankyo
Release (jp) 1997
Type Controller

The Sankyo FF is a third-party controller released by Sankyo for use with pachinko games. It was only released in Japan.

A similar PlayStation variant also exists.

Compatible games;
- *Sankyo Fever Jikki Simulation S*
- *Sankyo Fever Jikki Simulation S Vol. 2*
- *Sankyo Fever Jikki Simulation S Vol. 3.*

The Maximizer

Manufacturer Nyko
Release (us)
Type Controller

The The Maximizer is a third-party controller created by Nyko. It is an arcade stick with turbo features. A variant was also produced for the PlayStation.

Action Replay

Manufacturer ASCII
Release (jp) 1996
Type Controller

The ASCII Grip X controller is a peripheral manufactured by ASCII for the Sega Saturn (with a similar peripheral appearing for the PlayStation). It is an unusual device, in that it moves all the buttons from a standard Saturn Control Pad so that games can be played with only one hand.

The ASCII Grip X only works with adventure games or RPGs - games that do not require fast reactions or require multiple buttons to be pressed at once. It was not released outside of Japan.

Densha de Go! Controller

Manufacturer Takara
Release (jp) October 1, 1998
Type Controller

The Densha de Go! Controller is a special controller designed for Densha de Go! EX. It has buttons and brake-and-throttle levers to suggest real-world train controllers.

Sega Mission Stick

Manufacturer Sega
Release (jp) September 29, 1995
Type Controller

The Sega Mission Stick, called the Analog Mission Stick in Japan, is an analog flight stick for the Sega Saturn.

The Mission Stick comes in two parts - a large flat unit featuring the usual Sega Saturn buttons (with turbo features) and a stick unit, complete with a trigger, two other buttons, and a throttle wheel. The Mission Stick is unique in that it can be "flipped" to suit both left handed and right handed players player - the flat "control panel" unit connects to the Saturn console, but the stick unit is detachable and can be inserted at either side (this connects to the flat unit via a "main control" port located at the base of the unit). This "control panel" base unit has all nine regular Saturn buttons on it, including duplicates of the three on the stick.

The base also has individual turbo switches for each button. The Mission Stick was designed designed primarily for flight and 3D shooting games, though it is compatible with the majority of Saturn software because it can also work in a digital mode. Unlike the 3D Control Pad, the Mission Stick does not have a switch to switch between modes; instead, the stick will be proportional in games that support analog, or digital in games that do not.

Like with the Arcade Racer Joystick, most games which support the Mission Stick also work in analog mode on the 3D Control Pad. The Arcade Racer Joystick and Mission Stick each have several games that only work in analog on that specific controller, but most work on both, and on the 3D Control Pad as well. However, the throttle wheel on the stick is not supported by other controllers. The throttle wheel is only used in a small number of the games though, and in some cases, such as MechWarrior 2: 31st Century Combat, native 3D Control Pad support avoiding the wheel is still an option. Others such as Black Fire are only partially-compatible with the 3D Control Pad in analog mode due to a reliance on the throttle.

Interestingly enough, there's an expansion connector on the bottom of the stick labeled "sub control", which was given no official use. However, this can be exploited through a second Mission Stick to access a hidden function of the controller. Mounting two sticks to the control panel at either side, where one uses "main control" and the other "sub control" will create a "twin-stick". Only one game, Panzer Dragoon Zwei, is known to support that twin-stick mode, and it is important to note that the Mission Stick in twin-stick mode is not compatible with the Saturn Twin Stick, which is an entirely separate control scheme.

Interestingly enough, there's an expansion connector on the bottom of the stick labeled "sub control", which was given no official use. However, this can be exploited through a second Mission Stick to access a hidden function of the controller. Mounting two sticks to the control panel at either side, where one uses "main control" and the other "sub control" will create a "twin-stick". Only one game, Panzer Dragoon Zwei, is known to support that twin-stick mode, and it is important to note that the Mission Stick in twin-stick mode is not compatible with the Saturn Twin Stick, which is an entirely separate control scheme.

The Mission Stick was also one of the more expensive Saturn control peripherals, and (as far as Japan goes) very few games supported it, however, most games which support the Arcade Racer Joystick in analog mode will also support the Mission Stick in analog mode. In western markets some games such as MechWarrior 2: 31st Century Combat and Panzer Dragoon function with the Mission Stick, even though the information is missing from the packaging, so its library isn't quite as small as it may appear to be.

Because of design differences from the regular digital control pad, not all games will recognize the Mission Stick, such as Tunnel B1 or Bulk Slash. Furthermore, certain games, such as Solar Eclipse will ignore custom button configurations. Also of note is the type of connector used by the "main control" and "sub control" ports - it is a DE-9 connector, used for previous Sega consoles.

In Japan, the controller has model number HSS-0114 and was released on 29 September 1995 and retailed at ¥7,800.

Compatible games;
note: this list omits non-Japanese games and may use Japanese names instead of western ones.

- *Black Dawn*
- *Black Fire*
- *Congo the Movie: The Lost City of Zinj*
- *Creature Shock: Special Edition*
- *Crimewave (Japanese version only)*
- *Cyber Speedway*
- *Daytona USA: Championship Circuit Edition*
- *Darklight Conflict*
- *Die Hard Trilogy*
- *Enemy Zero*
- *Fuusui Sensei*
- *G Vector*
- *Ghen War (digital controls only)*
- *Gungriffon II (digital controls only)*
- *MechWarrior 2: 31st Century Combat*
- *Midway Presents Arcade's Greatest Hits: The Atari Coll. 1*
- *Night Striker S*
- *NiGHTS into Dreams*
- *Panzer Dragoon*
- *Panzer Dragoon Zwei*
- *Road & Track Presents The Need for Speed*
- *Scorcher*
- *Sega Ages: Volume 1*
- *Sega Ages After Burner II*
- *Sega Ages Galaxy Force II*
- *Sega Ages VOL.2: Space Harrier*
- *Sega Rally Championship*
- *Shockwave Assault*
- *Sky Target*
- *Soukyugurentai*
- *Sonic 3D: Flickies' Island*
- *Soviet Strike*
- *Spot Goes to Hollywood*
- *StarFighter 3000*
- *Thunderhawk II*
- *Vatlva*
- *Wing Arms*
- *World Series Baseball*

"segaretro.org"

GamePro (US) #91
Fired in the sky
*If you're yearning to get off the runway on your Saturn, step up to **Sega**'s own Mission Stick. Like Sony's Analog Joystick, Sega's Mission Stick is an analog controller designed to maximise your flight experience on the Saturn.*

This slick black peripheral offers straight-forward aviation-style control with a few extras. To appease both lefty and righty pilots, the joystick can be easily screwed to either side of the base of the controller. The stick's buttons include a trigger plus two top-mounted action buttons bisected by a thin directional switch, which moves you up and down in games like BlackFire. The stick is well-shaped for a combat grip and moves with a smooth roll. The base sports a standard eight-button layout, plus rapid-fire switches for each button and a speed adjustment.

Designed for use with shooters like Wing Arms, BlackFire, and Panzer Dragoon, this snappy controller adds a bit of fun to otherwise bland flight sims.

Landing at your local game dealer for about 80$, this costly peripheral may be for top-gun enthusiasts only. If the unfriendly skies don't have you running for the cockpit, you'll probably want to leave this one on the tarmac.

Wireless Pro Fighter 8

Manufacturer Naki
Release (us) 1996
Type Controller

The Wireless Pro Fighter 8 is a third-party accessory created by Naki. It is an infra-red arcade stick with turbo features, acting as a wireless version of the Pro Fighter 8. Naki also released a model for the PlayStation.

Pro Arcade Joystick 2

Manufacturer Blaze
Release (eu)
Type Controller

The Pro Arcade Joystick 2 is a third-party arcade stick with turbo features for the Sega Saturn and PlayStation. It is a successor of sorts to the Pro Arcade Joystick, in which Saturn and PlayStation versions were released separately.

Pro Fighter 8

Manufacturer Naki
Release (us)
Type Controller

The Pro Fighter 8 is a third-party arcade stick created by Naki. An infra-red version exists as the Wireless Pro Fighter 8.

ASCII Saturn Stick

Manufacturer ASCII
Release (jp), (us) 1996
Type Controller

The ASCII Saturn Stick, known as the ASCII Fighter Stick X in Japan, is a third-party arcade stick manufactured by ASCII for the Sega Saturn.

A white version with red buttons was released alongside Street Fighter Zero 2 in Japan.

City Boy 2

Manufacturer	Honest (?)
Release	Europe
Type	Controller

The City Boy 2 is an arcade stick compatible with both the Saturn and PlayStation. It is a successor to the Mega Drive City Boy and shares a similar feature set, albeit with a different colour scheme.

The history of the City Boy 2 is not fully understood. It was distributed by Blaze in Europe in relatively small quantities, though it was likely released elsewhere.

Fighting Stick SS

Manufacturer	ASCII
Release	(jp), (us) 1996
Type	Controller

The Fighting Stick SS is a third-party arcade stick manufactured by Hori.

advert:

We admit it - it's an unfair advantage. But, hey, do they ask for mercy when they challenge you to the toughest fighting games in the universe? We didn't think so. That's why we built the Fighting Stick SS for Sega Saturn. We created it from actual part and designs from real arcade units so it gives you the most realistic feel possible for your gaming experience! We've even added extra room around the joystick to give you the maximum in playing maneuver-ability! Now you can feel the explosive power of every fighting game! With the Fighting Stick SS, you can take on the toughest titles and the meanest opponents and keep smilin' as you blow them away!

Pro Arcade Joystick

Manufacturer	Super UFO
Release	(eu)
Type	Controller

The Pro Arcade Joystick is a third-party arcade stick with turbo features. A similar arcade stick with the aforementioned features for the PlayStation also exists. It was also sold by Super UFO as the Saturn Arcade Joystick.

The Pro Arcade Joystick was followed by the Pro Arcade Joystick 2, which brings together both Saturn and PlayStation support.

Thunder Stick

Manufacturer	Shakehand
Release	(us)
Type	Controller

The Thunder Stick by Shakehand is a third-party arcade stick compatible with both the Sega Saturn and PlayStation. For Saturn owners it is essentially stands a cheaper version of the official Virtua Stick.

Virtua Stick

Manufacturer Hori
Release (jp) November 22, 1994
(jp) 2nd ver. - July 27, 1996
(us) 1995
(eu) July 8, 1995
Type Controller

The Virtua Stick is an arcade stick peripheral released for the Sega Saturn - the first officially licensed one built by Sega. There are two models of the Virtua Stick, the first (HSS-0104) was released internationally and features turbo switches, while the second (HSS-0136) only made it to Japan and is closer to what you might find built-in to Sega arcade cabinets.

Both Virtua sticks have nine face buttons, seven functioning like the regular face buttons on a regular Saturn Controller and another two for L and R. As the name suggests, the Virtua Stick was intended to be used with Virtua Fighter, one of the earliest Saturn versus fighting games.

The Virtua Stick was redesigned for the Japanese audience to make it more authentic. The buttons and joysticks were replaced those more common to the arcade. The second Virtua Stick would go on to influence the Dreamcast Arcade Stick in the years that followed, as well as PlayStation 2 and PC versions.

The HSS-0136 model was also re-released for the Dreamcast by a third-party, including an internal Sega Saturn to Dreamcast controller adapter. It was re-branded as "DC GAMEMATE Fighting Stick" by sticking new foil labels over the old branding. Japan also received the Virtua Stick Pro, which adds space for a second player.

Computer & Video Games (UK) #165
Like most of Sega's home-produced joysticks, this is a solid, responsive, well-made controller. As the name suggests, it's certainly one that's going to give you an edge in Virtual Fighter.

Virtua Stick

Manufacturer Hori
Release (jp) November 22, 1994
(jp) 2nd ver. - July 27, 1996
(us) 1995
(eu) July 8, 1995
Type Controller

The Virtua Stick Pro is an arcade stick peripheral for the Sega Saturn. It can be seen as an "upgrade" to the regular Virtua Stick (second version), having the same aesthetics and shape but being twice as long to accommodate a second player. It was only sold in Japan. The stick is designed to resemble the arcade panel of Sega's popular (and still widely in use) arcade machines.

In a move unusual for the era, the HSS-0130 used two Seimitsu LS-32 Joysticks. Popular for shooting games, these sticks were frequently used in the Astro City arcade machines that the Virtua Stick Pro is based on. Unfortunately, the HSS-0130 does not contain arcade-grade buttons. Instead, snap-in copies directly touch a printed circuit board below. These sticks accept modification easily, and without too much trouble the buttons can be replaced with popular arcade quality snap-ins. Due to the metal tabs that hold snap ins in place, some cutting is required to fit screw-in buttons. In fact, the entire upper metal plate of this stick is removable, and a full actual arcade plate can be installed; even the Virtua On panel will fit.

Buyers of these sticks today are cautioned to check the included metal plate for rust; a very common sight on this item when used heavily.

The base plastic is quite rugged, and the lower metal plate can be removed for easy modifications. Those looking to purchase a stick sight unseen should be aware that many are now yellowed with age; this is common if the stick is used in a smoking household.

The Virtua Stick Pro also features an arcade-sized field at the top for installation of move-lists. Any list that fits on an Astro City or Blast City cabinet will fit. Unlike the original cabinets, this field is not removable and is made of plexi-glass instead of actual glass. When new, move-lists for Virtua Fighter 2, VF Kids, and FIghting Vipers were included.

Power Arm Joystick

Fighting Stick

Eclipse Stick

Manufacturer InterAct
Release (eu), (us) 1995
Type Controller

The Eclipse Stick is a third-party arcade stick manufactured by InterAct. It is essentially an arcade stick version of the Eclipse Pad, with "programmable" turbo buttons.

advert:
*This powerful stick - with a sturdy metal base, eight full-size fire buttons, semi and hands-free auto-fire, **programmable** synchro-fire, slow motion, an LED panel, and an extra long cord - brings home all the action of your favorite arcade hits.*

Programmable 10 in 1 Power Stick

Manufacturer KV
Release (us)
Type Controller

The Programmable 10 in 1 Power Stick by KV is a third-party arcade stick compatible with both the Sega Saturn and PlayStation. It is, as the name suggests, a programmable arcade stick with a multitude of options and turbo switches.

SG Tornado Stick

Manufacturer Imagineer
Release (jp)
Type Controller

The SG Tornado Stick is a third-party arcade stick released by Imagineer in Japan.

The SG Tornado Stick is a stripped down version of the Eclipse Stick seen elsewhere in the world, with many of the turbo features removed. It is unknown whether other regions of the world received the SG Tornado Stick (or whether Japan officially received the Eclipse Stick). The SG Tornado Stick also uses a lighter shade of grey for its case.

A similar story befalls its control pad counterpart, the SG Tornado Pad.

Real Arcade VF

Manufacturer	Hori
Release	(jp) 1995-12-01
	(jp) Dash -1997-07-25
Type	Controller

Real Arcade VF is an arcade stick developed by Hori for the Sega Saturn. It has only three face-buttons (A B and C) as it was built with Virtua Fighter in mind, hence the "VF". A second model, the Real Arcade VF Dash (stylized as Real Arcade VF′), was made specifically for Fighters Megamix and adds the R button to the mix (which was used in that game for the Escape maneuver). Both joysticks were released only in Japan

The Real Arcade VF is an odd accessory as it omits many of the buttons featured in a standard Sega Saturn Control Pad. Both the Virtua Fighter and Virtua Fighter 2 arcade cabinets include three buttons, but as most Saturn games try to make use of the six standard face buttons and two shoulder buttons of the standard control pad, this makes the Real Arcade VF incompatible with the majority of Saturn titles.

Conversely, Sega's own Virtua Stick contains all of the required buttons, plus turbo switches, and is significantly easier to find. Hori's earlier accessory, the Fighting Stick SS, also includes all the required face buttons

Super Pro-Stick

Manufacturer	Sigma
Release	(us)
Type	Controller

The Super Pro-Stick by Sigma is a third-party arcade stick compatible with both the Sega Saturn and PlayStation.

SRC Dual Stick

Psychopad K.O.

Manufacturer	Act Laboratory
Release	(us)
Type	Controller

The Psychopad K.O. is a third-party arcade stick created by Act Laboratory. It is compatible with the Sega Saturn, PlayStation and Super Nintendo (each requiring their own lead supplied in the box). The Psychopad K.O. is a very advanced stick, with programmable features, turbo controls and a relatively high build quality compared to other third-party peripherals of the day.

Wireless Pro Fighter 8

Manufacturer	Naki
Release	(us) 1996
Type	Controller

The Wireless Pro Fighter 8 is a third-party accessory created by Naki. It is an infra-red arcade stick with turbo features, acting as a wireless version of the Pro Fighter 8. Naki also released a model for the PlayStation.

Electronic Gaming Monthly #89:

Naki Cuts its Cords

Wireless Arcade Sticks Hit Playstation, Saturn

A wireless arcade-style joystick for 32-Bit gamers has finally hit the scene, courtesy of peripheral maker Naki International. Both the PS Wireless Joystick and the SS Wireless Joystick have an eight-button layout, as well as Slow-motion and Turbo Fire controls. These joysticks send infrared signals to the system via a plug-in-module (which doesn't interfere with the memory card slot in the PlayStation version).

These wireless joysticks have an operating range between 15-35 feet. Plus, the joystick can be held by the user at up to 45-degree angle.

Four AA batteries can power the joystick for up to 40 hours. Instead of an on/off switch, the joystick automatically turn off after 140 seconds of inactivity to prevent battery drain.

Each joystick will retail for $59.99 and should currently be available in stores.

Psychopad K.O.

ad·dic·tive *(ad' dik' tiv) adj.* **1.** Any substance that causes or tends to cause addiction. **2.** A habit causing dependence or obsession. **3.** Psychopad K.O. the new HYPER Programmable 10 in 1 joystick for Sega, Nintendo and Playstation featuring Slow Motion, Flip switch, 4 speed Autofire and programmability that will let you devastate the most awesome opponent with the push of a single button. Buy it or run home to Momma!

HYPER PROGRAMMABLE 10 IN 1 GAMEPAD

ACT Laboratory Ltd.

Yes, I want to go PSYCHO!

(800) 980.9997

I'd like more info before I go PSYCHO!

www.actlab.com/inventions.htm

Arcade Racer Joystick

Manufacturer	Sega
Release	(jp) April 1, 1995
	(us) 1995
	(eu) August, 1995
Type	Controller

The Arcade Racer Joystick, called the Racing Controller in Japan, is a racing wheel style controller for the Sega Saturn.

As opposed to many digital controllers at the time, the Arcade Racer is analog in nature, allowing for smoother control than a standard Sega Saturn D-Pad. Whereas digital controllers rely on values assigned to on/off switches (like light switches, they react in steps), analog controllers respond in a smoother arc (like dimmer switches).

The Arcade Racer was designed primarily for racing games such as Virtua Racing, Daytona USA or Sega Rally Championship. Its height and angle can be adjusted by the user. The seven face buttons are positioned on the face of the wheel, and the Up and Down directions are redesigned into paddles on each side of the wheel which resemble semi-automatic transmission paddle shifters (or a "flappy paddle gearbox"). These paddles are digital, not analog, unlike the wheel itself. The Arcade Racer does not have L or R buttons, so games designed for it cannot use those buttons.

The Arcade Racer is supported by most driving games released for the Sega Saturn (in North America it was mandatory that racing games supported the peripheral). There are a few, such as Impact Racing or Road Rash, that do not support it, however, perhaps because they need the additional buttons that the Arcade Racer is missing. Most games that do support the Arcade Racer will also work in analog mode on the Sega Mission Stick and 3D Control Pad, but a few, including Virtua Racing and Hang-On GP, require the Arcade Racer for analog play.

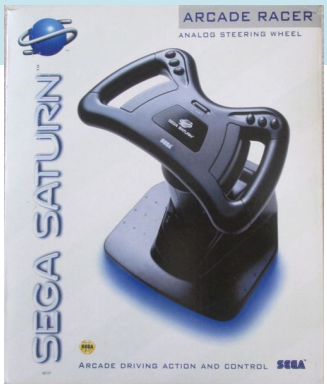
"segaretro.org"

Electronic Gaming Monthly (US) #59

Sega will be releasing the Sega Wheel. as it is called, around the same time as Virtua Racing for the Genesis. The wheel basically replaces the standard pad and gives more of a lifelike feel to the game. As you can see by the picture, the six buttons are located on the wheel hub and are actuated by your tumbs. Of course, the familiar mode and start buttons are located within easy reach as well. The Sega Wheel is primarily targeted for Virtua Racing but should work well with other driving games out on the market. For ultimate driving realism, this is it.

Computer & Video Games (UK) #165

A solid and well-made plastic steering wheel thingy. Groovy gimmick that works well with Daytona, although we couldn't beat any of the times we set by playing the game with a joypad.



US

Europe

Japan (grey)

Japan (white)

Per4mer Turbo Wheel

Manufacturer Home Arcade Systems
Release (us)
Type Controller

The Per4mer Turbo Wheel is a third-party steering wheel controller created by Home Arcade Systems for a variety of home systems, including the Sega Mega Drive and Sega Saturn. The Saturn version is known to come with pedals, though it is unclear whether this also applies to the Mega Drive version.

Both variants of the Per4mer are rare. The Saturn version is expected to be a fairly unremarkable steering wheel (and one of many readily available), but the Mega Drive variant likely stands as the only racing controller for the system. The Mega Drive version is known not to be strictly analogue, more likely working as a glorified turbo switch (e.g. the more you turn left, the faster the device sends a Left signal to the console). Whether similar methods are applied to other versions is not known.

Per4mers were also released for the IBM PC, SNES, 3DO, PlayStation and Nintendo 64.

"segaretro.org"

Act Labs RS

Manufacturer Act Labs
Release (us) 1998
Type Controller

The Act Labs RS is a multi-platform racing wheel. It was initially advertised as being compatible with Windows, the PlayStation, the Nintendo 64 and the Sega Saturn.

VRF1 X-Cellerator

Manufacturer Act Labs
Release (eu) 1997
Type Controller

The VRF1 X-Cellerator is a third-party analogue racing wheel released by Blaze. It is compatible with the Sega Saturn, PlayStation and Nintendo 64. The package comes equipped with both a wheel and pedals.

ZeroTech SS

Manufacturer Act Labs
Release (us) 1998
Type Controller

The ZeroTech SS is a third-party controller released by Hori for the Sega Saturn in Japan.

The ZeroTech SS is a “steering controller”, acting as an alternative to the official Arcade Racer Joystick. It is a fraction of the size of Sega’s model, and is operated in a different way - steering is controller by a small wheel on the side, while analogue acceleration and deceleration is provided through “gun-like” triggers underneath.

A PlayStation model, simply called the ZeroTech, was also released.

TopGear

Manufacturer Act Labs
Release (us) 1998
Type Controller

The TopGear is a steering wheel controller manufactured by Logic 3 for the Sega Saturn, PlayStation and Nintendo 64. It features a gearstick and two pedals.

Speeder ~~Driver~~ Wanted.

Hit the road like a ruthless speed demon in all your racing games. The ACT LABS RS breaks all the rules with multi-system compatibility on PlayStation,™ N64,™ PC and Sega Saturn.™ Comes standard with no-slip pedals, a Formula-1 butterfly gear rocker and 12 HYPER Programmable buttons.

ACT·LABS RS™
RACING SYSTEM

http://www.actlab.com
1-800-980-9997

Max the experience

© 1997 ACT Laboratory Ltd. All rights reserved. ACT LABS RS and ACT LABS are trademarks of ACT Laboratory Ltd.
PlayStation is a trademark of Sony Computer Entertainment Inc. N64 is a trademark of Nintendo of America Inc. Sega Saturn is a trademark of Sega Enterprises, Ltd.

Virtua Gun

Manufacturer	Sega
Release	(jp) November 24, 1995
	(jp) shin - September 20, 1996
	(us) 1995
	(eu) December 8, 1995
Type	Light gun

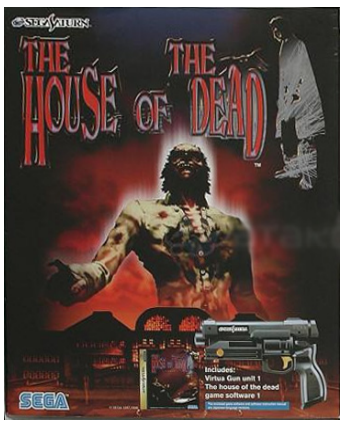
The Virtua Gun, known as the Stunner in North America, is the official light-gun peripheral for the Sega Saturn.

As the name might suggest, the Virtua Gun was built for Virtua Cop and Virtua Cop 2 in mind, and was bundled with these games as a result (though it was also available separately). It was also bundled with The House of the Dead in Europe and Asia.

Japanese Virtua Guns are black, European models are blue and North American models are red. At the time, many light-gun peripherals were forced to use bright colours or non-realistic designs due to fears that it they could be linked with gun crime.

Compatible games;

- *Area 51*
- *Chaos Control (European version)*
- *Chaos Control Remix*
- *Crypt Killer*
- *Death Crimson*
- *Die Hard Trilogy*
- *The House of the Dead*
- *Jinzou Ningen Hakaider: Last Judgement*
- *Maximum Force*
- *Mighty Hits*
- *Policenauts*
- *Scud the Disposable Assassin*
- *Virtua Cop*
- *Virtua Cop 2*



Predator

Manufacturer	Logic 3, Nuby, Nyko
Release	(us) 1996
	(eu) 1997
Type	Light gun

The Predator is a third-party light gun for the Saturn and PlayStation. It has been rebranded several times - as the Predator by Logic 3, the Virtual Gun (not to be confused with the official Virtua Gun) by Nuby and the Cobra Gun by Nyko.

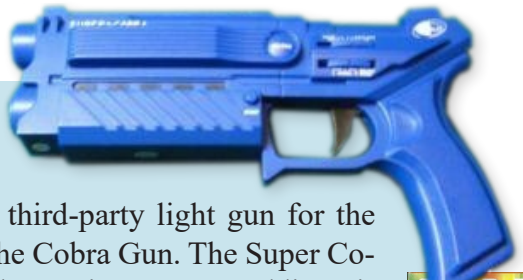
There is also a Predator 2, which from a Saturn perspective is much the same, but adds vibration for PlayStation users.

Real Arcade Light Gun

Manufacturer	(uk) Joytech, (us) Pelican, Innovation
Release	(us), (eu) 1997
Type	Light gun

The Real Arcade Light Gun, also known as the Super Jolt Gun and Jolt Gun, is a light gun and pedal accessory which is compatible with the Sega Saturn and PlayStation. It is inspired by the PlayStation's G-Con gun, which similarly had a recoil feature and separate pedal attachment.

Super Cobra



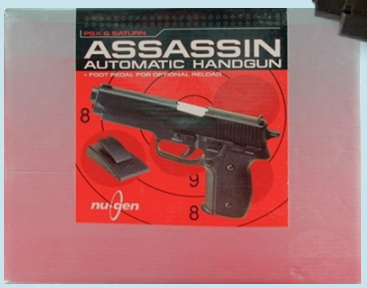
Manufacturer	Nyko
Release	(us)
Type	Light gun

The Super Cobra by Nyko is a third-party light gun for the Sega Saturn, and an upgrade to the Cobra Gun. The Super Cobra is a meaningful release for PlayStation owners, adding vibration and Namco GunCon support, but for Saturn owners, it is much the same product as the Cobra Gun.

Assassin Automatic Handgun

Manufacturer Nu-Gen
Release (eu) 1999
Type Light gun

The Assassin Automatic Handgun is a light gun manufactured by Nu-Gen for the Sega Saturn and Sony PlayStation. It includes a foot pedal, dual connector and recoil action.



advert:

Why sacrifice power for size? The Nu-Gen assassin automatic handgun packs a powerful punch. It's perfect for those players who demand a superior level of accuracy, speed and overall reliability to survive when the going gets though.

Pump Action Gun

Manufacturer Access Line
Release Europe
Type Light gun

The Pump Action Gun is a light gun accessory manufactured by Access Line for the Sega Saturn and PlayStation. It featured a reload mechanism similar to a pump action shotgun.

Panther

Manufacturer Blaze
Release (jp), (eu)
Type Light gun

The Panther is a third-party light gun for the Sega Saturn and PlayStation. It has been released multiple times by different distributors often under different names, meaning it is also the Scorpion by Blaze and the Game Pistol by Fox. The Panther II also exists, but it is unknown whether this model differs outside of aesthetics.

PSX & SATURN

ASSASSIN
AUTOMATIC HANDGUN

" ICE COOL...ABSOLUTELY SPOT ON. YOU COULD SHOOT OFF INDIVIDUAL EYE LASHES WITH THIS BEAST...THIS GUN COMPLETELY ROCKS "
93% PLAYSTATION PLUS MAGAZINE, NOVEMBER 1998

" THE BEST LIGHT GUN WE'VE SEEN ON ANY MACHINE "
★★★★★ POWERSTATION MAGAZINE, NOVEMBER 1998

" IT PLACES ALL THE IMPORTANT CONTROLS WITHIN EASY REACH...THE GUN'S SIZE MAKES IT FEEL LIKE A REAL SIDE ARM. IT'S KICKBACK FEATURE COMES INTO ITS OWN WHEN RELOADING, WHICH CAN BE DONE AUTOMATICALLY "
88% GAMES MASTER MAGAZINE, NOVEMBER 1998

- FULL KICKBACK ACTION FROM ONE PIECE SLIDING TOP
- AUTO-RELOAD ALLOWS INFINITE ROUND CAPACITY
- FOOT PEDAL FOR OPTIONAL RELOAD FACILITY
- AUTO-FIRE OPTION FOR QUICKFIRE ACTION
- DOVETAILED FRONT AND REAR SIGHT
- AUTHENTIC MAT BLACK FINISH
- GUNCON COMPATIBLE

nu-gen®

AVAILABLE FROM ALL MAJOR RETAILERS AND INDEPENDENTS. NU-GEN TEL 01992 707400 FAX 01992 707402 EMAIL NUGEN@PLANETDIST.CO.UK

Avenger

Manufacturer Blaze
Release Europe
Type Light gun

The Avenger is a third-party light gun for the Sega Saturn. It was also released under the name The Enforcer.

Erazer MP5

Manufacturer Nu-Gen
Release (jp), (eu) 1999
Type Light gun

The Erazer MP5, known as the Erazer Gun in Japan, is a light gun compatible with both the Sega Saturn and PlayStation. Its origins are currently unknown, however it was distributed by Blaze in Europe and Gametech in Japan. As the name implies, the Erazer MP5 is modeled after the Heckler and Koch MP5 submachine gun.

Two versions of the Erazer are known to exist, one in black, and one with a green/brown camouflage texture.

Screen Mount-Sight

Manufacturer Tanio-Koba
Release (jp)
Type Light gun accessories

The Screen Mount-Sight is a third-party accessory which adds a pseudo line of sight to the Sega Saturn's Virtua Gun. It was only released in Japan.

Fazor

Manufacturer	Mad Catz
Release	(us) 1996
Type	Light gun

The Fazor by Mad Catz is a third-party light gun. It is also compatible with the Sony PlayStation.

Saturn 6 Player Adaptor

Manufacturer Sega
Release (jp) January, 1995
Release (us) 1995
Release (eu) September, 1995
Type Multitap

The Sega Saturn 6 Player Adaptor, called the Multi Terminal 6 in Japan, is an peripheral for the Sega Saturn. It has extra controller ports which allows up to six people to play together simultaneously on compatible games. By using two 6 Player Multiplayer Adapters up to ten players could play in some games, such as Saturn Bomberman.

Multitap

Manufacturer Honest Soft
Release >= 1996
Type Multitap

Multi-Tap

Manufacturer Blaze
Release >= 1996
Type Multitap

S-S Promoter

Manufacturer Game Source
Release (jp)
Type Controller accessories

The S-S Promoter is a peripheral released by Game Source which allows Super Nintendo (or Super Famicom) controllers to be plugged into a Saturn. Due to Super Nintendo/Super Famicom controllers having one less button than Sega Saturn controllers, there is a switch on the side of the unit that toggles the function of the Super Nintendo/Super Famicom controller's Start button between the Sega Saturn's R and Start buttons.

SBom Multitap

Manufacturer Hudson Soft
Release (jp) 1996
Type Multitap

The SBom Multitap is a peripheral for the Sega Saturn released exclusively in Japan. It is a third party version of the Sega Saturn 6 Player Multiplayer Adapter and it compatible with the same games. It was created by Hudson Soft and is designed to look like Bomberman's head.

As with the Sega Saturn 6 Player Multiplayer Adapter it has extra controller ports which allows up to six people to play together simultaneously on compatible games. By using two 6 Player Multiplayer Adapters up to ten players could play in some games, such as Saturn Bomberman.

Taisen Cable

Manufacturer Sega
Release (jp) November 22, 1994
Type Accessories

The Taisen Cable is device which allows two Sega Saturns to connect to each other. It can be seen as a console equivalent to a local area network (LAN) setup usually found with computers, where systems are all linked together within a small area. The official Sega-branded Taisen Cable was only released in Japan, however third-party alternatives were released in other territories and a number of non-Japanese games support the device.

The Taisen Cable and its derivatives perhaps had more of a use in store displays and gaming events rather than in the home. Despite acting as a physical connection between two Saturn consoles, each console requires its own television and its own copy of a compatible game in order to play. Only a few games were released with Taisen Cable compatibility, though many try to hide this fact, or have difficulty working with third-party variants of the cable.

Today physical links such as these have largely been replaced with online services, though this can produce latency and affect the quality of your game. Modern consoles can still be connected together through similar methods to the Taisen Cable.

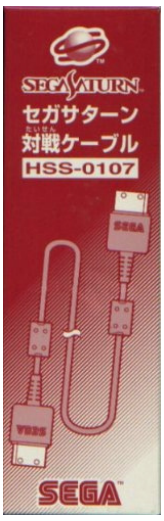
"segaretro.org"

Compatible games;

Japan
- Daytona USA Circuit Edition
- Doom
- Gungriffon 2
- Hexen (accessed through debug menu, very buggy)
- Hyper 3D Taisen Battle Gebockers
- Hyper Reverthion
- Steeldom

Europe
- Doom
- Hexen (accessed through debug menu, very buggy)

North America
- Hexen (accessed through debug menu, very buggy)



If you're playing games on a TV, you haven't played them yet.

Connect your game console to **Scuba**™ instead of a TV. And take your games to a whole new level of intensity. Incredible visuals. Dynamic stereo sound. Zero distractions. Now you don't just play the game, you're *in* the game. Scuba lets you play whenever and wherever you want. It's compatible with Sega Saturn,™ Nintendo 64,™ Sony PlayStation™ and all other NTSC consoles. To get totally immersed call 1-888-SCUBA-FX or visit us at **www.scubafx.com**

PHILIPS MAGNAVOX

Let's make things better.

©1997 Philips Electronics North America Corporation. Scuba is a trademark of Philips Electronics. All trademarks/trade names are properties of their respective owners.

Pri Fun

Manufacturer Sega
Release (jp)
Type Accessories

The Sega Pri Fun (Printer Fun-Fun) is a Japanese add-on printer for the Sega Saturn and Sega Pico. It uses a video-in interface to make pictures approximately 4 x 6 inches from the Saturn itself. It uses a single roll of thermal dye that makes very good pictures for such a process. It can be used in conjunction with the Saturn Freeze Card that freezes the Saturn so you can take a picture. The unit also accommodates sticker sheets.

"segasaturn.org"

MKU-1

Manufacturer Hitachi
Release (jp) April 4, 1995
Type Accessories

The Hitachi Karaoke MKU-1 is a karaoke peripheral for the Sega Saturn, only sold in Japan. Though to the western world it seems like an odd attachement for a games console, karaoke is hugely popular in Japan, with many of the major consoles supporting karaoke adapters.

The karaoke unit sits below the Saturn system and links up via a expansion cable. The device supports up to two microphones, each with its own volume control.

"segasaturn.org"

Sega Saturn-you Word Processor Set

Manufacturer Koei, Canon
Release (jp) 1996
Type Accessories

The Sega Saturn-you Word Processor Set is a set sold by Koei for the Sega Saturn in Japan which allows the Saturn to be used as a word processor. It comes with the software, called EGWORD, a printer, the Canon BJC-210J, and an interface cable for the printer. It is compatible with, but does not come with, the Sega Saturn Keyboard and Sega Saturn Floppy Disk Drive. A later set, the WorPro Keyboard Set, includes the keyboard.

It is unclear if the components were sold separately, though Koei's website did list individual prices.

NetLink Internet Modem

Manufacturer	Sega
Release	(us) 1996-10-31
	(br) 1996-12
Type	Accessories

The NetLink Internet Modem (or Net Link Internet Modem) is a device used to utilise with the NetLink internet service offered by Sega of America for Sega Saturn consumers in North America. NetLink had several purposes, including basic internet access, email and online gaming - a precursor to similar attempts for the Sega Dreamcast, and the many online features video game consoles have today.

NetLink was exclusive to North America, though a small, unsuccessful test-run of the service occurred in Finland for a short period. In Japan there was the Sega Saturn Modem, an older (and slower) device which utilised different online services.

The NetLink service can cause confusion, as it requires both a modem and compatible disc software in order to function. The NetLink Internet Modem needs to be placed in the Saturn's cartridge slot and hooked to a phone line (similar to the earlier Sega Mega Drive XB•ND service), but in order to be utilised, a NetLink Custom Web Browser disc (or a compatible game disc) needs to be placed in the console. This is similar to the online services of the Sega Dreamcast, however the major difference there is that the Dreamcast Modem was included with the system.

NetLink Internet Modems were sold in two forms, in a package (catalogue number 80118) containing just the modem and a NetLink Custom Web Browser disc, and alongside Model 2 Sega Saturn consoles (catalogue number 80121). Depending on the retailer, the extra NetLink Game Pack may have been thrown in as an added bonus. Also available as part of the NetLink "range" was the NetLink Mouse, NetLink Keyboard and NetLink Keyboard Adapter.

Though heavily advertised, the NetLink service is seen as a failure in North America, mostly due to its high price point and lack of games that supported it. At the end of the console's run, less than five million people had purchased a Sega Saturn console, with significantly less having a Sega NetLink modem as well.

Originally the unit was priced at $400 when bundled with the console, $199 by itself.

While the NetLink was not the first piece of hardware to allow American gamers to get online (or at least play against others online/direct dial*), it was the first to allow players to use their own internet service provider (ISP). While Sega recommended Concentric as the ISP of choice (similar to the Sega Dreamcast when released in this region), they allowed for any ISP that met their technical specifications.

Sega's target for North America was 100,000 NetLinks, however records show that only 15,000-25,000 were actually sold. Only five games supported the peripheral in this region, and all debuted much later than the modem itself, arriving in the latter half of 1997.

A European release was on the cards for years, though outside of test runs in Finland, never materialised due to the state of Europe's network infrastructure at the time. Sega finally pulled the plug on the idea in the latter half of 1997.

"segaretro.org"

Compatible games:

- *Daytona USA: CCE NetLink Edition*
- *Duke Nukem 3D*
- *Saturn Bomberman*
- *Sega Rally Plus - Netlink Edition*
- *Virtual-On Netlink Edition*

Sega Saturn Modem

Manufacturer Sega
Release (jp) July 27, 1996
Type Accessories

The Sega Saturn Modem is a modem attachment for the Sega Saturn which allows the system to connect to the internet. It was only released in Japan, with its North American, equivalent being the NetLink Internet Modem.

The Sega Saturn Modem is a grey 14.4kbps modem designed to be placed in the Saturn's cartridge port. Little is known about the Sega Saturn Modem performance in Japan, however the unit was engineered slightly differently to the NetLink modem, with a card "holder", designed for use with "Saturn media cards" (priced at 2,000 yen each) containing pre-paid credits. One game credit was worth roughly 20 yen.

The Sega Saturn Modem is built upon the XBAND technology for North American Sega Mega Drives. It was originally bundled with Sega Saturn Internet Vol. 1 (software that allows access to the world wide web and email), the SegaNet version of Virtua Fighter Remix (not sold separately) and Pad Nifty. Later it was released with Sega Saturn Internet 2 and the SegaNet version of Virtua Fighter Remix and Decathlete. The latter version is extremely rare.

There are more Japanese games which make use of the peripheral than US games using NetLink. Games that support it sport a "SegaSaturn Networks" logo on the box.

"segaretro.org"

Compatible Games:

- *Daytona USA Circuit Edition*
- *Decathlete*
- *Dennou Senki Virtual-On*
- *Dennou Senki Virtual-On Media Card Pack*
- *Habitat II*
- *Pad Nifty*
- *Pad Nifty 1.1 & Habitat II*
- *Puyo Puyo Sun*
- *Puzzle Bobble 3*
- *Saturn Bomberman*
- *Sega Rally Championship Plus*
- *Sega Saturn Internet 2*
- *Sega Saturn Internet Vol. 1*
- *Sega Worldwide Soccer '98*
- *Shadows of the Tusk*
- *Special Disc with Sega Saturn Internet 2*
- *Virtua Fighter Remix*

Intelligent Gamer #08:

Sega gets connected

In late October, Sega released the NetLink, a modem that plugs into the cartridge slot of the Saturn game console. (NetLink is not the first modem for a game console. There was a modem for the Atari 2600.)

NetLink's Internet access is currently limited. NetLink connects to a Web site called NetLink City from which users can access 225 Internet sites. At this time, NetLink does not handle video files, but according to Sega spokespeople, audio and video upgrades will be released.

Sega has released a keyboard adaptor that allows users to attach a PC keyboard to their Saturn. The adapter retails for $19.99. Sega has also released a Saturn mouse that sells for $24.99. A Saturn on-line system, complete with black keyboard, Saturn, NetLink, telephone cables and Sega Rally is retailing for $449.99.

In an effort to make parents more comfortable with their children cruising the Internet, Sega has equipped NetLink with a parental control that allows them to sensor the kinds of files and sites their children can access. Media coverage of pornography on the Internet has made many adults nervous about letting their children have 'Net access.

NetLink Keyboard

Manufacturer Sega
Release (us)
Type Accessories

The NetLink Keyboard is a keyboard accessory for the Sega Saturn, and the North American equivalent to the Saturn Keyboard. NetLink keyboards, however, are black, and opt for a slightly different design.

NetLink Keyboards were never sold separately, only as part of the Sega Saturn NetLink bundle (80120). It is a standard PS/2 keyboard that plugs into the included NetLink Keyboard Adapter. It was designed primarily to work with software utilizing the NetLink Internet Modem and NetLink service.

NetLink Keyboard Adapter

Manufacturer Sega
Release (us) October 31, 1996
Type Accessories

NetLink Keyboard Adapter is an accessory for the Sega Saturn, allowing keyboards with PS/2 inputs to be used with the console (thus acting as an alternative to the NetLink Keyboard). It was only released in North America.

Strictly speaking the peripheral has nothing to do with the NetLink service, though in North America, only NetLink-compatible software made use of keyboard attachments. Interestingly no such device was released in Japan, forcing users to purchase a Saturn Keyboard.

Saturn Keyboard

Manufacturer Sega
Release (jp) July 27, 1996
Release (jp) Shin - November 29, 1996
Type Accessories

The Sega Saturn Keyboard is a keyboard peripheral for the Sega Saturn. Unlike its successor, the Dreamcast Keyboard, it did not see as much widespread release, mostly because few games were released in the west that supported it.

It was released in Japan for games such as Habitat II (which was sometimes bundled with the unit) and was compatible with the Sega NetLink online service. It did not see a release in North America, however regular PC keyboards can be hooked up to the console via the NetLink Keyboard Adapter instead.

Shuttle Mouse

Manufacturer	Sega
Release	(jp) November 22, 1994
Release	(jp) white - July 5, 1996
Type	Accessories

The Shuttle Mouse is an official mouse peripheral for the Sega Saturn. It is a successor of sorts to the Sega Mouse, released for the Sega Mega Drive some years prior, and was designed to be used with simluation-orientated games where a standard control pad is hindered by the style of gameplay. It later became an accessory to assist in the Saturn's primitive online capabilities, alongside the Saturn Keyboard.

The Shuttle Mouse is a four-button (A, B, C and Start) ball mouse which shipped with its own light blue mouse mat in two different colours - a grey model with a blue Start button (HSS-0102) to match early Japanese Saturns, and a white model with a red Start button (HSS-0139) to match later ones. The latter was also bundled with limited editions of Sakura Taisen but colour schemes aside, all Shuttle Mice behave identically. As with many mice of the day, the Shuttle Mouse pre-dates many modern computer mice "standards" and thus can be cumbersome to use - there is no scroll wheel, and as it uses a ball, its inner workings are susceptible to being clogged up with dust and dirt, causing the device to not function as intended.

Unlike the Sega Mouse, the Shuttle Mouse was only officially released in Japan. In North America, consumers were given a different mouse - the NetLink Mouse, which provides similar features. A European release for the Shuttle Mouse was once planned for late 1995 but shelved for unknown reasons - magazine coverage suggests the model would be black, to match with European Saturns.

"segaretro.org"

NetLink Mouse

Manufacturer	Sega
Release	(us) October 31, 1996
Type	Accessories

The NetLink Mouse is a mouse accessory for the Sega Saturn, and the North American equivalent to the Shuttle Mouse. NetLink mice, however, are black, and opt for a slightly different design.

NetLink Mice were designed primarily to work with software utilising the NetLink Internet Modem and NetLink service, but are in fact compabitle with the same software as the Shuttle Mouse. It came with a red mouse mat.

Preview of European model, said to be from Mega Force magazine

Twin Advanced ROM System

Manufacturer Sega
Release (jp)
Type Accessories

The Twin Advanced ROM System for the Sega Saturn is a game-specific ROM cartridge peripheral which fits into the Saturn's cartridge slot. They should not be confused with Saturn Backup Memory cartridges or Extended RAM Cartridges which deal with types of RAM (random access memory) - ROM Cartridges deal with game data (read only memory) in a similar manner to the cartridges of older Sega consoles (i.e. the SG-1000, Sega Master System and Sega Mega Drive).

ROM Cartridges exist presumably to reduce loading times, a common problem in the early days of disc-based media. The Saturn can read data more quickly from the cartridge slot than from a compact disc, and so it can make more sense to store data in a cartridge instead. However, there is not enough space in a typical ROM cartridge to fit an entire Saturn game inside (complete with CD quality audio, full motion video, etc.) so this space was typically reserved for small amounts of data that is used frequently. The disc would still be used, and so in order to run the game, both a disc and a cartridge would need to be inserted into the console.

This was considered a fairly impractical method of playing games (and a cost factor was added due to the more expensive nature of producing cartridges) and so wasn't widely adopted by developers. In fact, only The King of Fighters '95 (plus re-releases) and Ultraman: Hikari no Kyojin Densetsu make use of this feature, likely due to the fact that they both pre-date the Extended RAM Cartridge which could achieve similar results in a different way. A filled cartridge slot means that both games can only save data to the Saturn's internal memory, which is both limited in size and is likely to be deleted if the internal battery dies.

If the user attempts to run either game without its ROM Cartridge, it will not boot. Likewise these cartridges are not interchangable - you cannot boot Ultraman with The King of Fighters '95's cart and vice versa. It also means these two games can only run on unmodded systems which share the same region encoding - for other games, region locking can be bypassed through an Action Replay device, but this requires the use of the cartridge slot.

This type of peripheral was never seen in North America, however surprisingly did make it to PAL regions as The King of Fighters '95 was released there. Curiously no Extended RAM Cartridges were released in that region, making this game the only PAL region game to require use of the cartridge slot.

Saturn Floppy Drive

Manufacturer Sega
Release (jp) July 27, 1996
Type Accessories

The Saturn Floppy Disk Drive (Saturn FDD) peripheral is an add-on to the Sega Saturn console, allowing for data to be saved to commercially-available 3.5-inch floppy disks (MF-2HD).

The floppy disk drive connects to the Saturn using the console's rear extension communication terminal, however requires its own AC adaptor to function. Also included in the package is a FDD Operator CD-ROM, allowing users to manage data. Primarily the Saturn FDD acts as a substitute for the console's internal save memory, with a floppy disk offering 50 times more storage for save games or online data.

Only a handful of games can communicate directly with the Saturn FDD, such as the Japanese version of Panzer Dragoon Saga and Dezaemon 2's shooter construction kit.

Saturn Backup Memory

Manufacturer	Sega
Release	(jp) November 22, 1994
Release	(us) May, 1995
Release	(eu) September, 1995
Type	Accessories

The Sega Saturn Backup Memory, otherwise called Back-Up RAM Cartridge in the US or Power Memory in Japan, is an external storage cartridge used to save game progress and data as an alternative to using the system's internal memory. The cartridge provides over 16 times the amount of space; offering up to 512k of memory as opposed to the internal 32k.

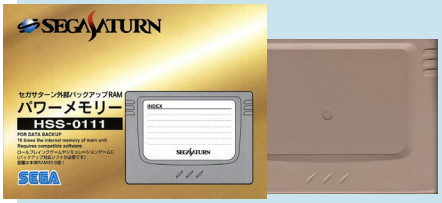
The cartridge works similarly to the CD Back-Up RAM Cart offered for the Sega Mega-CD.

Some games were distributed with stickers for the Backup Memory, including Policenauts and the North American release of Dragon Force.

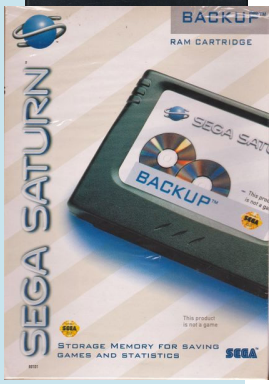
There are also numerous Saturn third-party memory cartridges.

EU

JP - MK-80101-07



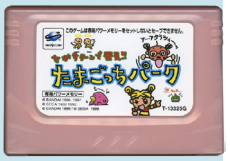
JP - HSS-0111



US

JP - HSS-0138

JP - Sakura Taisen



JP - Tamagotchi Park

Box Description:

Save Games and Keep Track of your Teams' Stats.

• Don't start the game over every time you play! With Sega Saturn Backup you can save a season's worth of team and player stats.

• Great for sports, role-playing games and other games with "save" features like NHL All-Star Hockey, NBA Action Basketball, NFL '96, and Myst.

• Provides 512 KBytes of backup RAM for storing game data.

• It's easy to use with any Sega Saturn game with a "save" option. Just insert the Backup into the cartridge slot and make your choice from the system settings icon on the Sega Saturn Control Panel.

GamePro #75:

Lost RAM on Saturn

*You may already know that the Sega CD hardware doesn't have a heck of internal memory. Instead of correcting this problem when designing the Saturn, **Sega** offers an optional Back-Up RAM Cartridge.*

Complete with 512 kilo-bytes of memory, this cart allows you to transfer saved games from the cart to internal memory, and vice versa. Because it costs $60, we advise you to wait until your internal memory is almost full before deciding if you want to delete some of your games or spend the 60 clams. If you're not a "save freak" who needs to keep every stat and score you've ever compiled, spend your money elsewhere.

Computer Video Games #165:

Back-up Memory

We reckon that this is almost as essential as a joypad. Although the Saturn's memory is pretty hefty, it soon gets chocka with save games and stored Daytona times, so if you're going to buy an extra hardware, we reckon this should be top of your list.

Saturn third-party memory cartridges

get more from your SATURN

jump higher
BIGGER
faster
punch harder
live forever
skip levels
better
more

action replay puts the power in your hands

- live longer, punch harder, run faster, jump higher
- hundreds of built-in cheats for the latest blockbusters (and the best of the rest)
- Built-in 2 Megs of game save memory..... 4 times the size of standard memory
- optional PC link-up for the ultimate hacker
- add more cheats as new games are released

Saturn version £54.99

Available from selected branches of:
HMV GAME Virgin BEATTIES OF LONDON LIMITED
or direct from
Datel Direct, Govan Road, Fenton, Stoke-on-Trent ST42RS.
Tel: 01782 744707. Fax: 01782 744292. Website and Email HTTP://WWW.DATEL.CO.UK.
Allow £2.00 p+p.

SATURN IS A TRADEMARK OF SEGA ENTERPRISES LTD.

Extended RAM Cartridge

Manufacturer Sega
Release (jp) 1996
Type Accessories

The Extended RAM Cartridge is an accessory for the Sega Saturn. It should not be confused with the Saturn Backup Memory, sometimes called "Backup RAM Cartridge", which, though looks virtually the same, has a completely different function. It should also not be confused with game-specific "ROM Cartridges".

The Extended RAM Cartridge, as the name suggests, extends the Sega Saturn's "Work RAM" (random access memory) giving games the ability to work with more data in real-time. This is opposed to the Backup RAM Cartridge which extends a different type of memory - the internal storage used for save game slots. Some games require the Extended RAM Cartridge in order to function, whereas others can simply use it to enhance visuals.

It is similar to the system employed by Nintendo's Nintendo 64 console, in which the "Controller Pak" can be used for saving and the "Expansion Pak" used for enhancing visuals (by adding RAM). The difference with the Saturn is that both accessories use the same cartridge slot, and thus cannot be used in conjunction with each other. Essentially this means that games which require the Extended RAM Cartridge must save their data to the console's internal storage memory, which is both limited in size and will be deleted if the internal battery dies.

Two versions of the Extended RAM Cartridge exist, one which adds 1MB of RAM ("1.5 times" the normal Work RAM), and another which adds 4MB ("4 times" the normal Work RAM - the numbers can be disputed). Some games work with both, though some require the extra storage of the 4MB cart. On rare occasions, older games reliant on the 1MB cart will break if a 4MB cart is detected, leading to corrupt graphics.

No Extended RAM Cartridges were officially released outside of Japan, however the Action Replay Plus has 1MB/4MB RAM functionality built-in, being able to detect which type of RAM cartridge is required. The Action Replay Plus is also considered to be the better plan due to the fact it functions as a Backup RAM Cartridge, cheat device and freeloader (allowing games from any region to be played on the system), and so saves the user the effort of changing carts as well as changing discs (unless the game requires a ROM Cartridge).

Though no western games "officially" support the Extended RAM Cartridge, all versions of Marvel Super Heroes are compatible with the peripheral regardless of region. If the game required the Extended RAM Cartridge, it was made available in a RAM Cartridge bundle.

There are also numerous Saturn third-party RAM cartridges.

"segaretro.org"

Compatible Games

1MB

** 1MB only*
† optional

- *Astra Superstars (†)*
- *Cotton 2 (†)*
- *Cyberbots: FullMetal Madness (†)*
- *Fighter's History Dynamite*
- *Friends: Seishun no Kagayaki (†)*
- *Groove On Fight: Gouketsuji Ichizoku 3*
- *Marvel Super Heroes (†)*
- *Metal Slug*
- *Noël 3 (†)*
- *Pia Carrot e Youkoso!! 2 (†)*
- *Real Bout Garou Densetsu (*)*
- *Real Bout Garou Densetsu Best Collection*
- *Real Bout Garou Densetsu Special*
- *Samurai Spirits Amakusa Kourin (*)*
- *Samurai Spirits Best Collection*
- *Samurai Spirits Zankurou Musouken*
- *Super Real Maajan P7 (†)*
- *The King of Fighters '96 (*)*
- *The King of Fighters '96 + '95 (Gentei KOF Double Pack) (*)*
- *The King of Fighters '97*
- *The King of Fighters Best Collection*
- *Waku Waku 7*

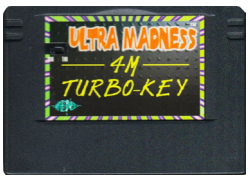
(The demo discs of Samurai Spirits Amakusa Kourin Hibaihin, The King of Fighters '97 and Vampire Savior support the cartridges in the same way their full counterparts do).

4MB

** 4MB only*
† optional

- *Astra Superstars (†)*
- *Cotton 2 (†)*
- *Cyberbots: FullMetal Madness*
- *Dungeons & Dragons Collection (*) (Shadow over Mystara only)*
- *Fighter's History Dynamite*
- *Final Fight Revenge (*)*
- *Friends: Seishun no Kagayaki*
- *Groove On Fight: Gouketsuji Ichizoku 3*
- *Marvel Super Heroes (†)*
- *Marvel Super Heroes vs. Street Fighter (*)*
- *Metal Slug*
- *Noël 3 (†)*
- *Pia Carrot e Youkoso!! 2*
- *Pocket Fighter† (*)*
- *Real Bout Garou Densetsu Best Collection*
- *Real Bout Garou Densetsu Special*
- *Samurai Spirits Best Collection*
- *Samurai Spirits Zankurou Musouken*
- *Street Fighter Zero 3 (*)*
- *Super Real Maajan P7 (†)*
- *The King of Fighters '97*
- *The King of Fighters Best Collection*
- *Vampire Savior: The Lord of Vampire (*)*
- *Waku Waku 7*
- *X-Men vs. Street Fighter (*)*

Saturn third-party RAM cartridges



Dixons **Currys**

CLAIM YOUR FREE CONSOLE CARRIER WHEN YOU BUY THE MOST OUTRAGEOUS SATURN PACK* FROM Dixons OR Currys!

Dixons and Currys have approached us - SEGA SATURN MAGAZINE - to present this great value offer. As you can see from the "Bundles of Joy" feature this month, both chains are offering the Most Outrageous Saturn Pack around* - a veritable festival of Saturn hardware and software (pictured above), all for a the sum of £379.95, saving a huge £114!

Well, with this fine issue of SEGA SATURN MAGAZINE, the value festival becomes even more intense, because by using one of the fine vouchers on these pages (pass the others on to your mates if you want), you can claim an extra freebie - the ultra-cool Sega Saturn System Bag, worth £19.99 when bought from Dixons or Currys!

This portable Saturn receptacle is a record bag style affair - soft, padded and hyper-durable (with shoulder strap and carry handle), it has been described by some as "the ultimate holdall for your Saturn, games and accessories". So by all accounts, it's pretty big too.

So... get down to your local Dixons or Currys SuperStore now!

GET YOUR **FREE** CONSOLE CARRIER WHEN YOU BUY THE MOST OUTRAGEOUS SATURN PACK* FROM Dixons OR Currys

Voucher valid until 31/12/96. Only one voucher can be used per purchase. This cannot be used in conjunction with any other offer. No cash alternative. Stores to discount 061433 to zero pence using reason code 4.

GET YOUR **FREE** CONSOLE CARRIER WHEN YOU BUY THE MOST OUTRAGEOUS SATURN PACK* FROM Dixons OR Currys

Voucher valid until 31/12/96. Only one voucher can be used per purchase. This cannot be used in conjunction with any other offer. No cash alternative. Stores to discount 061433 to zero pence using reason code 4.

GET YOUR **FREE** CONSOLE CARRIER WHEN YOU BUY THE MOST OUTRAGEOUS SATURN PACK* FROM Dixons OR Currys

Voucher valid until 31/12/96. Only one voucher can be used per purchase. This cannot be used in conjunction with any other offer. No cash alternative. Stores to discount 061433 to zero pence using reason code 4.

GET YOUR **FREE** CONSOLE CARRIER WHEN YOU BUY THE MOST OUTRAGEOUS SATURN PACK* FROM Dixons OR Currys

Voucher valid until 31/12/96. Only one voucher can be used per purchase. This cannot be used in conjunction with any other offer. No cash alternative. Stores to discount 061433 to zero pence using reason code 4.

GET YOUR **FREE** CONSOLE CARRIER WHEN YOU BUY THE MOST OUTRAGEOUS SATURN PACK* FROM Dixons OR Currys

Voucher valid until 31/12/96. Only one voucher can be used per purchase. This cannot be used in conjunction with any other offer. No cash alternative. Stores to discount 061433 to zero pence using reason code 4.

* The "Most Outrageous Saturn Pack" includes Sega Saturn, additional joypad, Arcade Racer, Sega Rally, Virtua Fighter 2, Alien Trilogy, WorldWide Soccer, Thunderhawk 2 and Loaded (software titles might vary).

Video CD Card

Manufacturer Sega, Victor, Hitachi
Release (jp) June 23, 1995
Release (eu) October, 1995
Type Accessories

The Video CD Card, called the Movie Card in Japan, is a daughtercard-like peripheral that plugs into the Sega Saturn (though the door the battery is accessed from), and, as the name suggests, allows the Saturn to play Video CDs (VCDs), otherwise known as the White Book disc standard. The Video CD Card also allows the hardware playback of MPEG-1 (version 1) video in certain games, leading to higher quality full motion video for use in cutscenes (and occasionally, gameplay).

The Video CD Card was released seven months after the console's debut in Japan. Nevertheless, the Video CD card stands as one of the earliest attempts at transforming a system traditionally used for games into something more akin to a general entertainment device. It was released in Japan and Europe and variants were manufactured by Sega, Victor, and Hitachi. Many cards are also capable of handling the rarely seen Photo CDs (or Beige Book disc standard), and there have also been reports of Saturn third-party video CD cards.

With the Photo CD and Video CD standards only being finalised in 1992 and 1993 respectively, the formats were still relatively new when the Saturn was released, and similar to the relationship with the Xbox 360 and HD-DVD standard, and PlayStation 3 and Blu-Ray standard seen in later generations, for a short while the Saturn became a spokesperson for the two technologies, attempting to persuade consumers to switch from analogue systems such as VHS.

In Japan, the Movie Card was launched alongside the Photo CD Operating System and Electronic Book Operator on 23 June 1995 and retailed for ¥19,800. Europe received a similar package, save for the Electronic Book Operator shortly afterwards. The card fits in all versions of the Japanese Saturn (the Hi-Saturn naturally comes with MPEG capability), with early Japanese Saturns (i.e. the gray ones) having the connector for it on a second circuit board inside the unit, and later ones having the connector on the main board. Despite not being sold in the North America, all variants of the Video CD Card should work in a US Saturn, but the system's language may need to be changed.

For various reasons, most notably the lack of copy protection, the Video CD format failed to take off in Japan, and despite early pushes, was also rejected in Europe. Though the VCD format made it to North America, the Saturn's Video CD Card did not, and all three regions stuck dismissed the concept in favour of earlier technologies, usually treating the Saturn purely as a video game console. By 1995 the DVD standard had been created, and became the dominant form of video media during the late 1990s and 2000s (something the PlayStation 2 greatly benefited from). The Photo CD standard, though initially popular, became a loss-making venture and was retired between 2001 and 2004.

VCDs, however, remained popular in smaller Asian markets, such as mainland China, Taiwan, Hong Kong, Singapore, Malaysia, Thailand, Burma, Indonesia, Philippines, Vietnam, India, Pakistan and Bangladesh. For this reason, VCD compatibility was given to some Asian Sega Saturns straight out of the box. Sony also produced VCD-compatible PlayStations with the model number SCPH-5903 (with third-party accessories giving standard PlayStations VCD support).

Primarily the Video CD Card is used by Saturn enthusiasts to upgrade the quality of in-game movies. VCD resolution is 352x288 for PAL and 352x240 for NTSC. The Saturn does not support the extensions to the standard, namely the SVCD or XVCD technologies.

Compatible Games;
note: Games that used the card include (not necessarily complete list)

- *Chisato Moritaka: Watarasebashi/Lala Sunshine*
- *Falcom Classics (disc 2 of the limited edition)*
- *Gungriffon (Japanese version only)*
- *Lunar: Silver Star Story MPEG-ban (the only game that requires the card)*
- *Moon Cradle*
- *Sakura Taisen Hanagumi Tsuushin*
- *Sakura Taisen Jouki Radio Show*
- *Vatlva*
- *Wangan Dead Heat + Real Arrange*
- *Yuukyuu Gensoukyoku Hozonban Perpetual Collection*
- *Yuukyuu no Kobako Official Collection*
- *Yoshiyuki Sadamoto Illustrations*

The EU MK-80310 Video CD Card is incompatible with all of these games. The US version of Gungriffon still has MPEG movies on the disc but that they are not played during the game. Instead, the in-game movies have been apparently converted to Cinepak or Truemotion.

Several variants of the Video CD Card exist, with the primary differences being native Photo CD capability (or the lack of) and whether the television technology used is NTSC or PAL. For cards which lack native Photo CD support, the alternative for reading Photo CDs is to use the Photo CD Operator, however this requires disc-swapping.

Name	Photo CD Support	Region
HSS-0119 (Sega) (JP)	No	NTSC
MK-80310 (Sega) (EU)	No	PAL
RG-VC1 (Victor)	No	NTSC
RG-VC2 (Victor)	Yes	NTSC
RG-VC20 (Victor)	Yes	NTSC/PAL
RG-VC3 (Victor)	Yes	NTSC/PAL
Model 1 (Hitachi)	No	NTSC
Model 2 (Hitachi)	No	NTSC

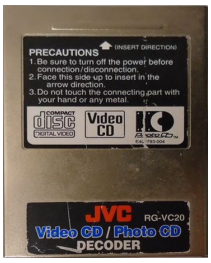
MK-80310

HiSaturn model 1

HiSaturn model 2

AS model

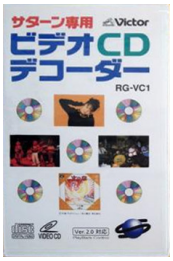
HSS-0119



RG-VC20

RG-VC3S

RG-VC3



RG-VC1

RG-VC2

Saturn third-party video CD cards

Saturn region converter cartridges

Type Accessories

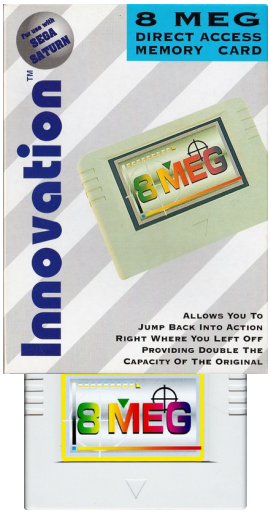
The Sega Saturn is region-locked, meaning that games can only be played on hardware from the same region. Various factors led to the Saturn being under-supported in the West. Thus, in order to play the plethora of Japanese releases, to play American games in Europe, or vice-versa of either scenario, one requires a region converter.

Saturn region converters are cartridges which plug into the Saturn's cartridge slot. The majority of converters start working as soon as the console is swiched on, i.e. there is no need to swap cartridges and discs to play games (unlike later consoles such as the Sega Dreamcast). Converters come in all shapes and sizes, most notably the Action Replay Plus, which bypasses region locking as well as offering storage space and cheat facilities. But before the Action Replay Plus became the de facto accessory for Saturn collectors, consumers had to make do with a basic region converter, which offered no additional features.

Unlike Mega Drive region converters, it is usually easier for Saturn region converters to enable playing of games from all regions at once, rather than unlocking one specific region. They are, however, similar in the sense that they cannot solve all regional issues. A game programmed for 60 Hz display on NTSC televisions will run slower, at 83.3% of its correct speed, on the 50 Hz televisions used (at least then) in PAL territories, due to the difference in refresh rate. Conversely, a European game running on an NTSC TV will run too fast – that is, if it was correctly adjusted for 50 Hz display during localisation for Europe, which many were not. Finally, and for obvious reasons that do not constitute a flaw in the region converter, games cannot be automatically translated; a converter may enable you to play a Japanese game on your Western Saturn, or vice-versa, but it will not guarantee that you can understand any of its text.

>= 1995
Ultra Madness ST-Key Madness

>= 1995
ST-Key



1997
8 Meg Direct Access Memory Card (region converter+1MB memory)
Innovation

>= 1995
CD+Plus Super UFO

>= 1995
CD+Plus Blaze

>= 1995
Pro Universal Adapter Datel

>= 1995
Multi-Game Adaptor Trend Master

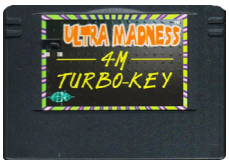
>= 1995
Pro Universal Adapter Datel

>= 1995
Mega Converter (only packaged with Samsung Saturn consoles)
Samsung

>= 1995
Game Adapter

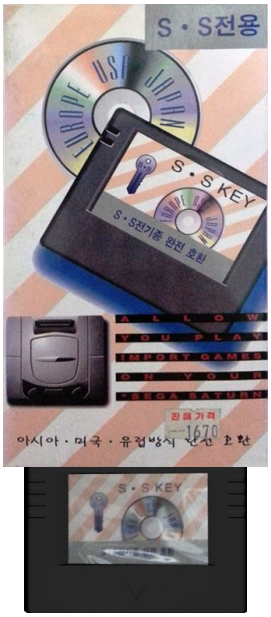
>= 1995
Meg Memory Card (region converter +1MB memory) Joytech

>= 1995
Sega Satellite EMS



>= 1995
Ultra Madness 4M Turbo Key (region converter +1MB/4MB RAM) Madness

>= 1995
ST-Key+4MB RAM (region converter +1MB/4MB RAM) Madness



>= (kr) 1995
S-S Key

>= 1995
Ultimate Game Memory Card (region converter+memory card)

>= 1995
ST-Key

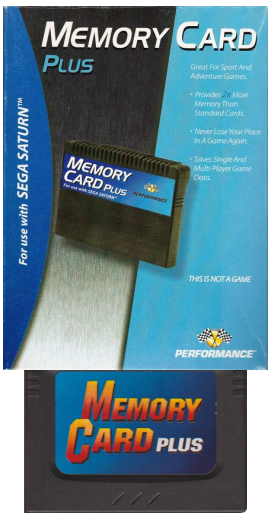
Magic Card V2

Manufacturer Datel, InterAct
Release (tw)
Type Accessories

The Magic Card V2 is a two-part accessory for the Sega Saturn, allowing the system to play "backup" versions of Saturn software. It is an alternative to physical modifications which by-passes all of the Saturn's anti-piracy and region locking mechanisms. It assists in doing the swap trick by stopping the disc from spinning at certain points, and providing on-screen instructions on when to swap discs or reset the console.

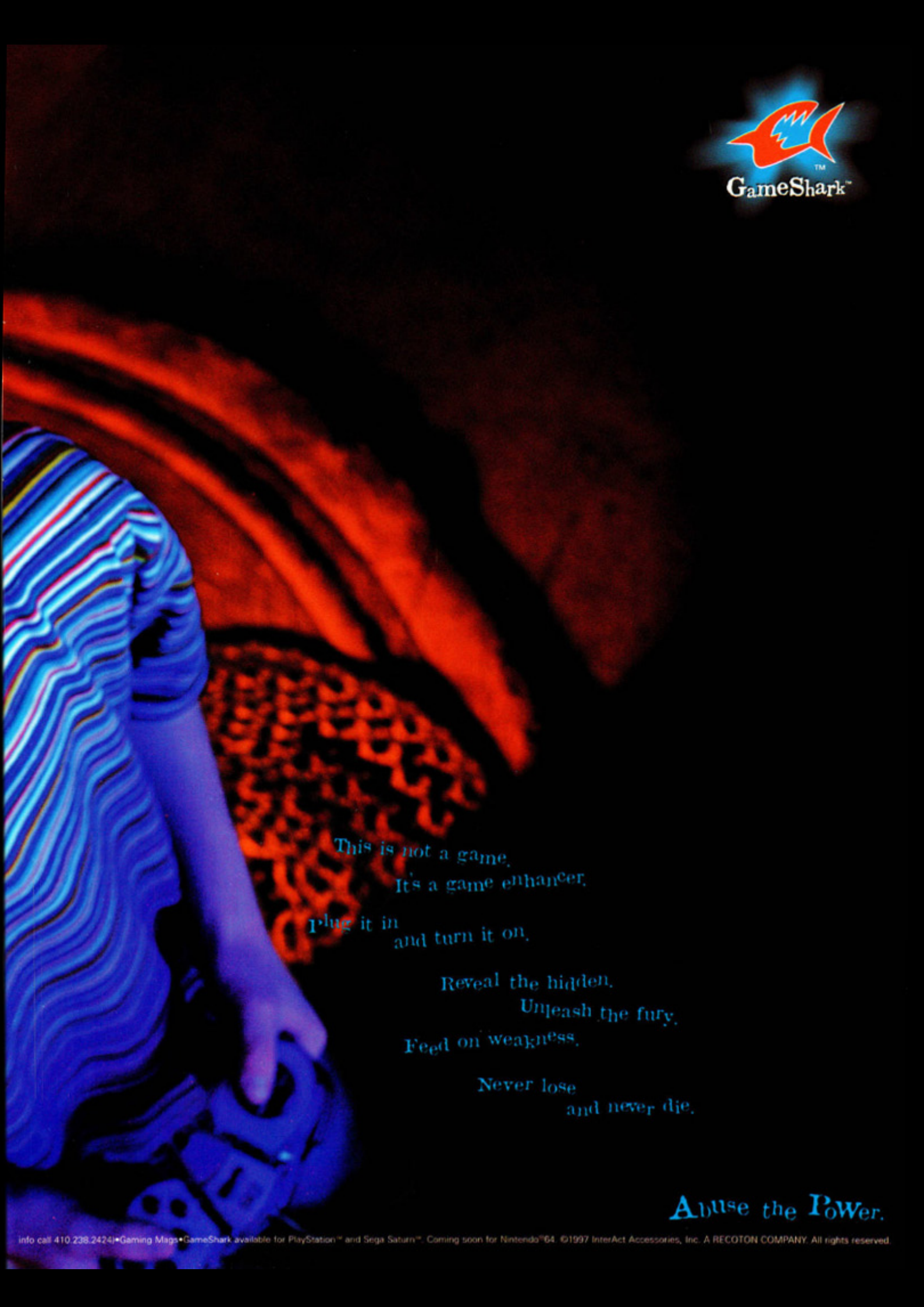
The Magic Card V2 is a very rare item and comes in two parts - a cartridge and a disc, both of which are required to achieve the desired effect (although any retail Saturn disc can be substituted for the Magic Card V2 disc). At present it is not known who made the Magic Card V2 (or whether there was a "V1") - it was not endorsed by Sega, and copies often retail for significant sums of money second-hand.

1997
Memory Card Plus (region converter +1MB memory) Performance



1997
Memory Card Plus alt (region converter+1MB memory) Performance

INTERACT
Obtain the latest codes from: www.gameshark.com•1 900 773.SHARK (Call costs $1.29/minute. You must be 18 years of age or have parent's permission to call.)•Dangerous Waters Newsletter (For more


GameShark™
This is not a game.
It's a game enhancer.
Plug it in
and turn it on.
Reveal the hidden.
Unleash the fury.
Feed on weakness.
Never lose
and never die.
Abuse the Power.
info call 410.238.2424 •Gaming Mags•GameShark available for PlayStation™ and Sega Saturn™. Coming soon for Nintendo®64. ©1997 InterAct Accessories, Inc. A RECOTON COMPANY. All rights reserved.

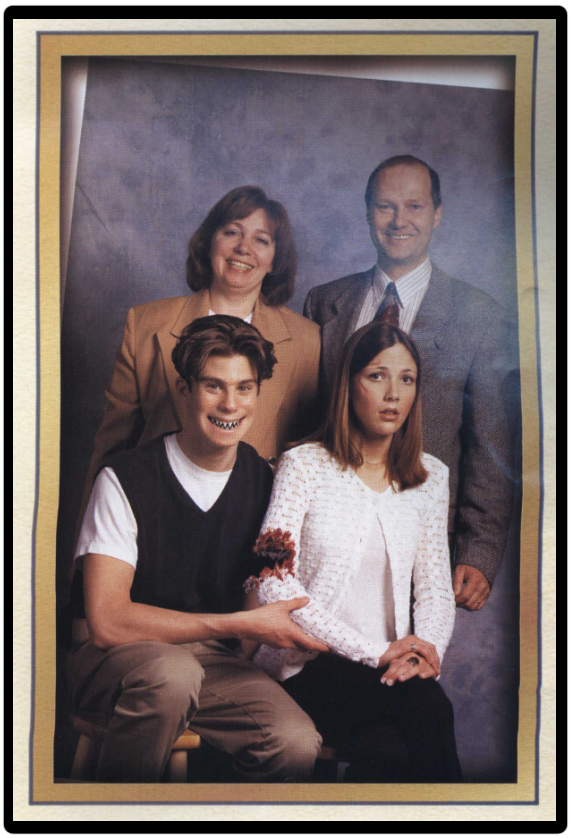
Action Replay

Manufacturer Datel, InterAct
Type Cheat cartridge

The Sega Saturn Action Replay is a cheat cartridge released as part of the Action Replay series.

The original Saturn Action replay stands as the first, and least useful Action Replay cartridge for the Saturn - it is a cartridge which allows users to add cheat codes and modify a game at run-time, and can bypass region locking, allowing for import games to be played. They also have a comms port, allowing them to hook up to a pc to update codes or backup save data. These original Action Replays can be seen as redundant and are not in high demand, having been superseded by the superior Pro Action Replay and Action Replay Plus, which retain all the features seen in this version of the device while adding more.

In North America this Action Replay was released by InterAct as the GameShark, and in Germany as the Game Buster. However, aside from branding differences and some replaced text, the cartridges are identical.



GameShark newer (US) *Action Replay (UK)*

Game Buster (DE) *Action Replay alt (UK)*

GameShark older (US) *GameShark (CA)*

Game Shark advert:

Can you still call it a game if you can ***never loose?***

Kill faster! Jump higher! Never die! This time interact has gone too far! With the Game Shark™ for the PlayStaion™ and Sega Saturn™ systems, the rules no longer apply! YOU decide what weapons you want, how much ammunation you have, how strong you are, how fast you can goo\, and what you can drive!! It's the ultimate game enhancer!

The game Game Shark is menu-driven, so there's no manual to figure out - just tons of built-in codes you can use to customize all of your favorite games! And Game Shark is totally updatable! Go on-line to check out the hottest new codes on the World Wide Web! Or, for hardcore gamers, there's Dangerous Waters, the members-only source for exclusive codes! No game enhancer is as powerful as Interact's Game Shark!

Action Replay Plus

Manufacturer EMS
Type Cheat cartridge

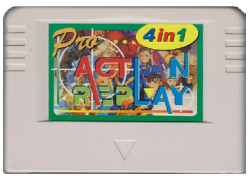
The Action Replay Plus, is a cartridge developed by EMS for the Sega Saturn as an upgrade to the Pro Action Replay. The cartridge has a wide array of features that make it a highly useful and sought-after accessory for Saturn owners, particularly those with non-Japanese systems.

All versions of the cartridge have four basic abilities: to enable the console to play games from all regions; to function as either a 1MB or a 4MB Extended RAM Cartridge for use with more demanding games; to function as a Saturn Backup Memory cartridge; and, like many other products for various systems with the name Action Replay, to activate cheats for many particular games. Older versions only support 1MB RAM.

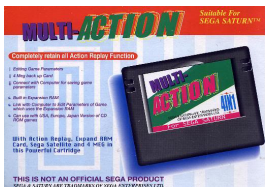
In addition to these functions, the original incarnation of the cartridge included a communications port that enables one to link their Saturn to a PC for other purposes. This is not present in all versions of the cartridge, especially not newer editions.

The cartridge has always been highly popular among Saturn fans, as its multiple functions means that it very rarely has to be swapped with another cartridge or removed from the console at all. It was kept in production for many years after the Saturn's demise and is still fairly easy to find, though the original version with the communications port is much more rare and highly valued. Nonetheless, apparently, the circuitry is still present in all versions of the cartridge, and the port can be re-added through alterations to the cartridge.

Although the cartridge is marketed as having been made by EMS, there appears to have been a connection to Datel, who own the Action Replay trademark; Datel sold the cartridge as the Pro Action Replay in markets such as the UK, although EMS ship worldwide. It remains to be confirmed whether newer cartridges, which are still fairly prevalent for a product of such an age, are/were made by EMS or anyone connected; or whether they are simply clones.



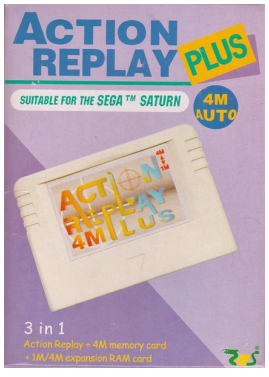
Action Replay Plus



Multi-Action

Action Replay Plus

Ultra Madness Replay Pro



Action Replay Plus

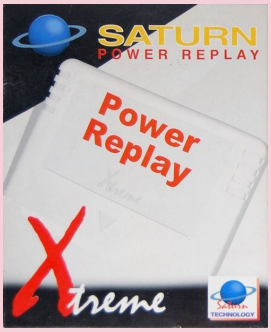
Pro Action Replay

Manufacturer Datel, EMS, (jp) Karat
Type Cheat cartridge

The Sega Saturn Pro Action Replay is a cheat cartridge released as part of the Action Replay series. It was produced by EMS for Datel, although EMS released copies on their own.

The Pro Action Replay is an upgrade over the Saturn Action Replay, serving as a 512KB Saturn Backup Memory cartridge and adding a communications port to interface with computers. Pro Action Replays are not common, and were superseded by the Action Replay Plus which initially retained all the aforementioned features while adding Extended RAM Cartridge support.

There was no official North American release of the Pro Action Replay, however Karat brought the device to Japan.



Power Replay

(tw) Multi-Function Terminative Card Plus

(uk) Pro Action Replay

Pro Action Replay

Pro Action Replay

(jp) Pro Action Replay

(jp) Pro Action Replay 2

(jp) Pro Action Replay

(jp) Pro Action Replay 2

(jp) Pro Action Replay 2

(jp) Pro Action Replay

(uk) Pro Action Replay

(uk) Pro Action Replay

X-Terminator

Replay Pro.

(jp) X-Terminator

Power Saturn

(jp) X-Terminator ver.2

X-Terminator

Manufacturer Gametech
Release (jp)
Type Cheat cartridge

The X-Terminator is a cheat device for the Sega Saturn, and is one of several poorly documented X-Terminator accessories for home video game consoles believed to have been developed by Gametech.

The X-Terminator is said to be a GameShark device with an added secondary feature - it can connect to a separate device with an LCD screen (or a computer) which can be used to "detect" possible in-game cheats, without the need to key the codes in manually.

Little is understood about the X-Terminator. At least two versions are known to exist - an original, almost no-frills device with unknown functionality, and a "Ver. 3" version with the aforementioned extra detection device. It is not known if there was a "version 2" released to the public - while units were sold in Japan, none are thought to have come to the west through conventional means.

Indy

Manufacturer SGI
Release (jp), (us), (eu) July 12, 1993
Type Debugging Station

The Indy is a workstation developed by SGI. It was at one point workstation of choice for Sega Saturn development, endorsed and distributed by Sega.

By workstation standards the Indy is considered a low-end machine, however it was still more powerful than conventional home and business computers of the era. Primarily it would have been tasked with running Softimage, a graphics rendering program that typically required large amounts of computer resources.

There are several slight variations of the Indy, all released between July 1993 and June 1997. The full Indy package would have contained the Indy unit itself (with a distinctive blue finish), a CRT monitor, keyboard, mouse and an IndyCam webcam for video conferencing.

"segaretro.org"

PSY-Q Development System

Manufacturer Psygnosis, SN Systems
Release (us), (eu) 1995
Type Debugging Station

The PSY-Q Development System for the Sega Saturn, is a set of development tools for producing and testing mixed C and/or assembler programs.

PSY-Q Development System Manual:

*• **Psy-Q** has been developed by **Psygnosis** and **SN Systems**, with many years of experience of development software and developers' needs. **Psy-Q** represents the next generation of development systems, backed up by a commitment to continual enhancement, developed and technical support.*

*• **Psy-Q** includes 3 industry-standard Assemblers, a Linker and a Debugger. The Assembler are extremely fast, and fully compatible with other popular development systems. The Debugger offers an additional easy-to-use interface, with full support for mouse and pop-down menus, and works in any DOS text screen resolution or Windows.*

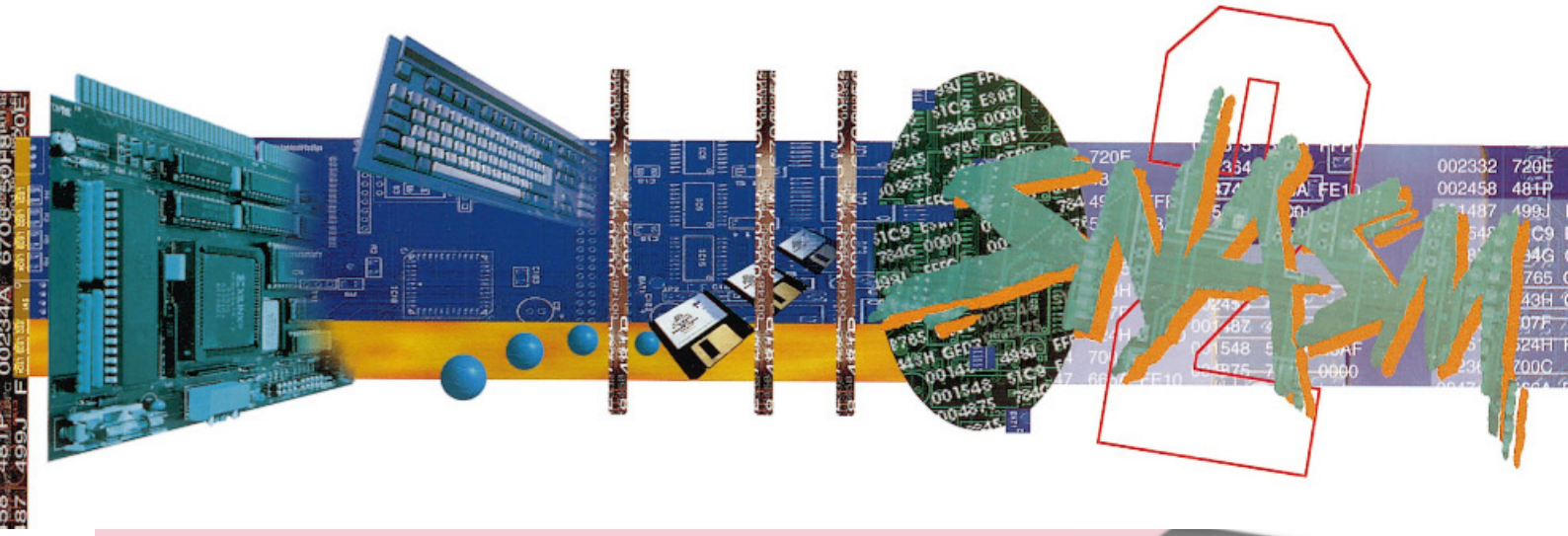
*• **Psy-Q** offers Source Level Debugging. This allows you to step, trace, set breakpoints, etc. In your original C or Assembler source code. The system automatically, and invisibly, handles multiple text files.*

*• **Psy-Q** has 'C' compiler support built in. The Linker can link directly to standard COFF object files, as produced by the popular Sierra C compiler and many others.*

*• **Psy-Q** provides a high-speed genuine SCSI parallel link between Host PC and target system, with a data transfer rate of over 1 Megabytes per second. The system supports up to 7 connected target devices, and cable lengths of over 6 metres.'*

*• **Psy-Q's** Assembler and Linker make full use of extended or expanded memory, on PC compatibles with more than 640K of RAM.*

***Psy-Q** development systems are available for a variety of other platforms: Sega 32X, Sony Playstation, Sega MegaDrive/Genesis, Sega MegaCD, Nintendo Super NES, and Commodore Amiga 1200 and 600.*



Manufacturer	Hitachi
Release	(us), (eu) 1995
Retail	(us) $3,000, (eu) £1,750
Type	Debugging Station

The MIRAGE Universal CD Emulator is a development kit for the Sega Saturn released in 1995 by Cross Products. It provides a complete hardware-based real-time CD-ROM emulation system when connected to a target machine or games console and acts as a transparent substitute for that machine's CD-ROM drive.

MIRAGE Universal CD Emulator Brochure:

The Mirage Universal CD Emulator provides a complete hardware-based CD-ROM emulation system in one high quality package. The Mirage connects to a target machine or games console and acts as a transparent substitute for that machine's CD-ROM drive - the target machine cannot tell the difference! Unlike a CD you can update files directly from the host computer (PC pr SG Indy) and then test the 'CD' in seconds without the need for a time consuming build process.

Emulation directly from files

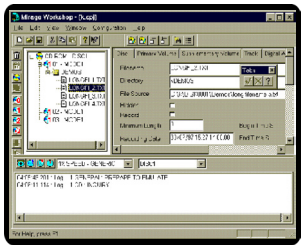
The Mirage gives accurate emulation of all the target CD mechanism's function and timings. The Mirage's extremely high performance dual-SCSI bus means that the Mirage has the ability to emulate at full speed directly from files with the Mirage performing the CD encoding on-the-fly.

Quality image building has never been easier

The Mirage is supplied with emulation control software as well as high quality CD build tools.

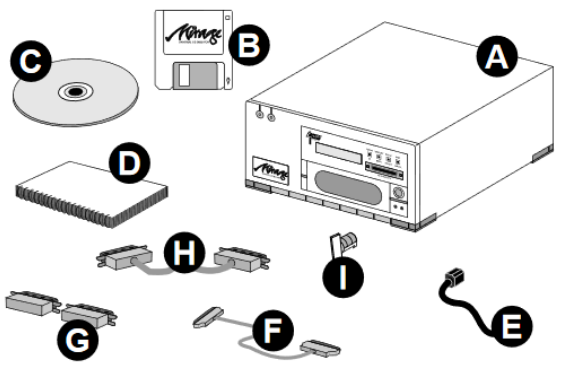
Designed for the real world

The Mirage lets you introduce fully configurable errors into the data stream for testing error handling in a real world enviroment. In addition, a 'nudge' facility can simulate knocks to the target. The Mirage allows you to place hard errors into your emulation files to test redundancy routines.



The following are included in the Mirage package:

A • The Mirage CD Emulator
B •Floppy Disk containing the Mirage and CPBUILD programs and firmware (for PC development hosts only)
C • CD containing the Mirage program, CPBUILD and Mirage Mounter (for SG Indy development hosts only)
D • Manual
E • Power cable
F • CD Interface cable (the exact type depends upon target)
G • 2 SCSI terminators
H • SCSI to SCSI cable (the exact type depends upon set up)
I • Hard disk tray key



Saturn CartDev

Manufacturer Sega of America, Cross Products
Release (jp), (us), (eu) 1995
Type Debugging Station

The Saturn CartDev is a development kit for the Sega Saturn, released by Sega of America in 1995. They replaced the older Sega Saturn Programming Boxes, and are designed to be placed beneath modified consumer Saturn hardware, as opposed to being an all-in-one unit. Two versions of the CartDev were released: Revision A (Sega of America) and Revision B (Cross Products). The Revision A was reportedly very unreliable.

Connected to a Modified Production Saturn via the cartridge slot, this development system, in conjunction with the SNASM2 Development Software provides an inexpensive and easy-to-use development environment. This debugger executes both COFF files generated by the GNU-C compiler or binary files produced by the SNASM SH2 Assembler. These files can be downloaded directly through the Cartdev system. The SNASM debugger allows full source level debugging, register content viewing, assembly code debugging, memory viewing and more.

"segaretro.org"

A complete CartDev Revision B setup consists of:
- *Cartdev Rev B*
- *Modified Saturn Rev B(Cross Modified)*
- *9V Power Adaptor for Cartdev*
- *Adaptec 1542CF SCSI Card Kit w/ software*
- *6' SCSI I to SCSI II Cable*
- *SNASM2 Software (5 X 3.5" Disks)*
- *SNASM2 Manual*
- *Confidence Test/HSI Tools (3.5" Disk)*
- *Saturn Cartdev Hardware Installation Guide*

Sega Saturn Programming Box

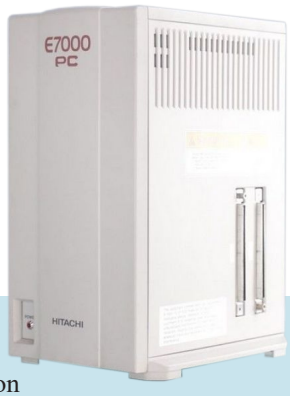
Manufacturer Sophia Systems
Release (jp), (us), (eu)
Type Debugging Station

The Sega Saturn Programming Box is a development kit for the Sega Saturn, released by Sophia Systems. These are the "old" Saturn devkits (predating consumer Saturn hardware) and were replaced in mid-1995 by Sega of America's CartDev.

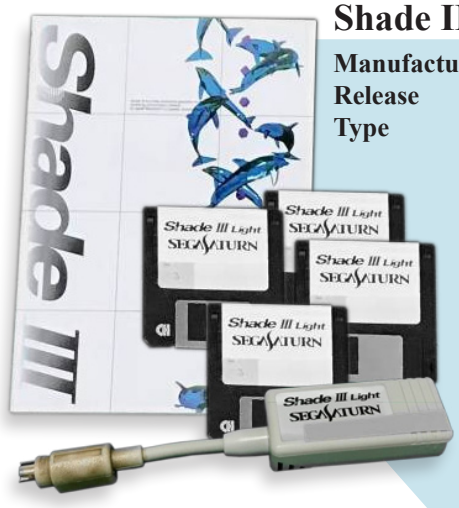
E7000

Manufacturer Hitachi
Release Japan
Type Debugging Station

The E7000 is a debug station unit used for Sega Saturn development.



Shade III Light Sega Saturn Ban



Manufacturer Expression Tools
Release Japan
Type Debugging St

Shade III Light Sega Saturn Ban is a piece of Japanese Sega Saturn development software released by Expression Tools for Macintosh computers. It is an adapted version of the 1994 release of Shade III Light, a 3D modelling and animation program, likely altered for Saturn development.

Little is known about this software. The package contains four high density 3.5-inch floppy disks containing the program, two extra floppies acting as a 1.2 upgrade kit, a dongle for your keyboard, multiple manuals and a user guide.

"segaretro.org"

Sega Saturn Programming Box

Manufacturer Cross Products
Release (us), (eu) 1995
Type Debugging Station

SNASM2 is a set of development tools for the Sega Saturn. Initially a third-party alternative to creating Saturn software, it was adopted by Sega as an official set of tools after Cross Products were purchased outright by Sega of America.

The SNASM2 system is essentially split into two parts - an assembler, which takes code written in assembly language and creates an executable for the Saturn hardware to run (in *.coff format), and a debugger, allowing for real-time software debugging.

"segaretro.org"

advert:

Develop games on Saturn.
(spaceship not included)

To launch games developers into the new age of entertainment, Cross Products is proud to announce the SNASM2 Saturn development systems are now available. Check out the features below and then give us a call so you can join us in running rings around the competition. With prices starting at £3,000 + VAT SNASM 2 Saturn development systems offer the following:

• A complete system: you get the Saturn, the interface hardware and the software tools, so you just need a PC and a programmer and you're in business.

• The interface hardware we supply forms part of an open inter-face standard, so it supports other tools such as editors and artwork designers.

• The interface hardware has its own RISC processors to avoid burdening the processores you're trying to program with debugging tasks.

• You can rapidly port existing code, or code samples, as we support GNU and Hitachi syntax in addition to our powerful SNASM2 code syntax!

• The interface firmware is in flash memory so that any updates that may be required can be quickly and easily performed on-site without needing to return systems for upgrade.

• Our debugging systems have been designed to work alongside the Saturn CD BIOS so you get full access to the CD features without having to jump through hoops.

• With SNASM2 you get backup of a company which has been supporting game developers for over five years.

SGX

The SunSeibu SGX (model no. HSG-0007) is a modified Saturn in a steel enclosure hooked up to a coin operated mechanism and a 7 disc CD-ROM changer. Using a remote control or the panel-mounted buttons, the CDs can be easily cycled to select the game of choice. The coin slot activates the unit and a timer counts down the remaining play time. When the last minute comes up, the system's internal speaker beeps. For the last ten seconds it beeps rather insistently, giving the player ample time to slap in another hundred yen. It was manufactured primarily for use in Japanese hotels, although a few entrepreneurial types installed them in arcades.

The owner can configure it to run for a determined time whenever the proper number of coins are inserted. It can also be set to free-play, perfect for the home user. Two standard controllers can be connected to the rear of the unit, and it uses the standard AV cable and power cord. There's a slot for the VCD card, presumably for love hotels that wanted less gaming and more entertainment. There's a video passthrough so a VCR or TV tuner can be connected to the same TV. Both the remote and deck have a Game/TV switch to select the output.

There are only five controls accessible when the cover is on: power, coin, CD+ & CD-, and TV/Game. When the cover is removed (using a key) there are four additional buttons: CD Eject, Cartridge Eject, Credit and Reset. There's also a switch to enable the video passthrough (or not) when there's no credits on the clock. There are two LED displays, one shows the currently selected CD and the other shows remaining time in minutes.

Ports on the rear are your standard fare; two standard Saturn controller ports, a serial port (for a modem, since linking two of these is probable completely unheard of), AV in and AV out. There are three removable panels, one hides the VCD card and battery, one allows installation or removal of the remote unit (which is not cordless), and one on top allows access to the cartridge slot. This cartridge slot must use a special 90-degree riser, normal carts will not fit.

"segaretro.org"

Inside the system, a production Saturn PCB is used, with the battery, VCD and serial ports accessible from the rear. A standard Saturn power supply is also used, though the AC plug has been removed and there's now a cable providing power to the PCB where normally the supply is connected directly. A large JVC CD changing mechanism, the same as found in their home audio equipment with a 6-CD cartridge and a single tray, provides the disc-swapping capability.

The only parts of the Saturn PCB that are used normally are the serial port, VCD slot and battery. The rest are moved to other locations in the box. The controller ports and AV output are re-routed to a small PCB mounted under the Saturn PCB. The controller ports are connected with a ribbon cable, the video output from the Saturn is connected via three wires soldered to the base of the Saturn board. These wires are the only changes made to the Saturn PCB. The BIOS is standard Sega Saturn fare.

The system is set to Japanese, though you can set the language like any normal Saturn via the boot menu. Since it uses a standard Saturn board you can easily configure it to run games from any region. It's trivially easy to connect the RGB or S-video output as well, however this will obviously bypass the video passthrough function.

"segaretro.org"

The full SunSeibu SGX system comes with:

- Saturn Unit
- Control Pad x2 (5m cables)
- 6-CD Cartridge
- Movie Card
- Remote Control (5m cable)
- AV Cable
- Power Cord
- Lithium Battery
- Instruction Book
- Keys (2 kinds, 2 of each)
- Screwdriver

Saturn Prototypes

These pages are mostly taken from:segaretro.org

These pages include some, if not all, of the known Sega Saturn prototypes.

Article of the story on how "Kidvid666" got his hand on the Saturn Pluto 01:

Kidvid666 bought the console five or six years ago at a flea market in Stockton, Calif., for $1. "The guy I bought it from thought it was a VCR and I haggled him down to $1 from $5". The system bears the Sega Saturn logo on the lid for its disc receptacle — the lid won't stay closed — but the unit is distinguished from the consumer model of Sega's mid-'90s console by its built-in NetLink modem.

"I just thought it was a huge Sega Saturn," he said.

Someone purporting to be a Sega employee revealed in April that he owned a 14-year-old Pluto prototype, and once Kidvid666 saw a news story about it, he realized that he had one, too.

"By Samit Sarkar@polygon.com"

Sega Pluto

The Sega Pluto is an unreleased video game console developed by Sega during the 1990s. The console's existence was kept away from the general public until April 2013, when a former Sega employee leaked details of the system onto the internet.

The Sega Pluto would have been a cost-reduced Sega Saturn with built-in NetLink Internet Modem (making it one of the first consoles to have internet support straight out of the box). It is unknown exactly how far the project was carried through before it was cancelled - only two prototypes were ever produced (Pluto 01 and Pluto 02, respectively), both presumably from around the 1997-1999 period.

Both Pluto prototypes have been found, though they lie in the hands of collectors. Both share the same shell but have minor aesthetic differences - Pluto 02 has the text "Sega Saturn" printed on the unit, and "Pluto 02" printed on the underside, while Pluto 01 lacks both of these things. Each have a North American BIOS which may suggest it was only ever intended for that market (most likely due to the NetLink technology being scarcely seen outside of this region). Pluto 01 also has a faulty disc drive door which does not fully close - as to whether this was a manufacturing defect or something picked up since is not yet known.

According to a subsequent auction of Pluto 01, the system is 9 inches x 3½ inches x 14 inches in size, with an estimated weight of 5lbs. These are similar dimensions to a Sega Mega Drive 2 connected to a Sega Mega-CD 2.

"Pluto" was likely just a code name and was unlikely to be used in marketing.

"segaretro.org"

Pluto 01 ***Pluto 02***

Sega Jupiter

The Sega Jupiter is an unreleased console developed by Sega during the early 1990s. The Jupiter would have been a cartridge-based 32-bit console with similar (if not identical) specifications to the Sega Saturn. It is frequently confused with the Sega 32X project, codenamed "Mars".

The concept of the Sega Saturn being able to run cartridge-based (as well as compact disc-based) software was explored during development (and explains the reason for the console having a cartridge slot), but was ultimately scrapped in favour of being disc-only. The Jupiter was rumoured to have been essentially a Saturn without a CD drive, so would have been able to run the same cartridge based software, had any been made. EDGE magazine also suggested that the Jupiter would have retailed for ¥30,000 (at the time, the Saturn's price was set at ¥50,000), and could have been converted into a Saturn by purchasing an extra CD drive (similar to the relationship between the Sega Mega Drive and Sega Mega-CD).

Work is rumoured to have begun in early 1994, though unlike the Sega Neptune, no prototypes of the Jupiter were ever made. By mid-1994 the idea had been scrapped entirely, though the concept was explored again for Sega Titan Video arcade hardware the following year. The Jupiter is said to have been scrapped for the simple reason that CDs were a more cost-effective form of media, and that the industry was moving away from the more limited cartridge format.

"segaretro.org"

Saturn V08

The Saturn V08, was a joint project between Sega and NVIDIA that was worked on during some point in either 1995 or 1996. The V08 was designed as a potential successor or upgrade to the Sega Saturn, however it was not revealed publicly by any of the parties involved, and only came to light after interviews with former members of Sega Technical Institute in the mid-to-late 2000s.

The V08 was an extension of the graphics technology seen in the Sega Saturn console, continuing to use the quadrilateral polygons but with fewer limitations than the Saturn's VDP1. The V08 is suspected to be NVIDIA's effort to utilise its NV2 graphics card technology in console form - the NV2 being a planned successor to the NV1, itself based on Saturn hardware.

While NVIDIA were keen to pitch the concept to Sega, who in turn explored its use for a short period, ultimately the company rejected NVIDIA's NV2 technology in favour of the work being pioneered by 3Dfx. Primarily this was due to a desire for triangle-based 3D rendering (as was quickly becoming the standard in the industry), but NVIDIA's fate was sealed when its NV2 prototype failed to work in a demonstration.

The V08 name likely comes from "Mutara V08", the name of the NV2 chip (NV2, strictly speaking, being the code number).

The secretive nature of what became an unfinished project means little is known about the V08. The infamous Sonic X-treme was briefly developed for V08 hardware before being moved to stock Saturns and the PC.

Following the cancellation of the NV2 project, NVIDIA began work on what would become the RIVA 128 chipset (NV3); Direct3D-compatible PC graphics technology that debuted in 1997.

"segaretro.org"

Emulators

The Saturn is notoriously hard to emulate due to its complex architecture (dual processors, etc.), but are notable emulators do exist.

The complexity of the system has made the creation of a proper emulator for it rather difficult.

"One very fast central processor would be preferable. I don't think all programmers have the ability to program two CPUs—most can only get about one-and-a-half times the speed you can get from one SH-2. I think that only 1 in 100 programmers are good enough to get this kind of speed [nearly double] out of the Saturn." Yu Suzuki reflecting upon Saturn Virtua Fighter development.

The Saturn had technically impressive hardware at the time of its release, but its complex design, with two CPUs and six other processors, made harnessing this power difficult for developers accustomed to conventional programming. The biggest disadvantage was that both CPUs shared the same bus and were unable to access system memory at the same time. Making full use of the 4 kB of cache memory in each CPU was critical to maintaining performance. One example of how the Saturn was utilized was with Virtua Fighter's use of one CPU for each character. Many of the Saturn's developers, such as Lobotomy Software programmer Ezra Dreisbach, found it difficult to develop for compared to the PlayStation because of its more complex graphics hardware. In order to port Duke Nukem 3D and PowerSlave to the Saturn, Lobotomy Software had to almost entirely rewrite the Build engine to take advantage of the Saturn's unconventional hardware. Third-party development was initially hindered by the lack of useful software libraries and development tools, requiring developers to write in assembly language to achieve good performance. During early Saturn development, programming in assembly could offer a two to fivefold speed increase over C language. Sega responded to these criticisms by writing new graphics libraries which were claimed to help make development easier. These libraries were presented as a new operating system by Sega of Japan.

Unlike the PlayStation and Nintendo 64 which used triangles as their basic geometric primitive, the Saturn rendered quadrilaterals with forward texture mapping. This proved to be a hindrance because most of the industry's standard design tools were based on triangles, with independent texture UV coordinates specified per vertex. One of the challenges brought forth by quadrilateral-based rendering had a fourth side with a length of zero. This technique proved problematic as it caused texture distortion and required careful reworking to achieve the desired appearance—Sega provided tools for remapping textures from UV space into rectangular tiles. These complications can be seen in the Saturn version of Tomb Raider.

Yabause

Developer	Yabause Team
System(s)	Saturn
License	Open / GNU GPLv2
OS	Windows, Linux, OpenBSD, Mac OS X, Dreamcast, PlayStation Portable, FreeBSD

Yabause is an open source Sega Saturn emulator for Windows, Linux, OpenBSD and Mac OS X systems using OpenGL and SDL, as well as Sega Dreamcast and PlayStation Portable. The first version in 2003 was Linux only; Windows and Mac ports were added for version 0.0.6 in July 2004. Yabause can load games from CDs, virtual CD drives or disc images (ISO). It also has debugging features and cheats. Save states are planned for a future release, as is an Android port.

Third parties have ported Yabause to FreeBSD, Dreamcast and Android (as uoYabause, which itself has been ported to Windows and iOS).

Yaba Sanshiro (old uoYabause)

Developer	devMiyax
System(s)	Saturn
License	Open (Fork of Yabause) / GNU GPLv2
OS	Android, Windows, iOS

uoYabause, also known as Yaba Sanshiro, is a Sega Saturn emulator for Android, Windows and iOS, developed by devMiyax. It is based upon the emulator Yabause. On Google Play, uoYabause was renamed to Yaba Sanshiro in order to pass their rules.

Mednafen

Developer	Mednafen Team
System(s)	SG, SMS, GG, Saturn
License	Open / GNU GPLv2
OS	Windows, OS X, Linux, OpenBSD

Mednafen (My Emulator Doesn't Need A Frickin' Excellent Name), formerly known as Nintencer, is an open source multi-system emulator for Windows. It uses source code from Genesis Plus and SMS Plus for Sega Mega Drive, Master System and Game Gear emulation, as well as original code for Saturn emulation.

MedSat is a third-party frontend for Mednafen, developed by paul_met. It simplifies the process of loading Saturn games.

Satourne

Developer	Runik
System(s)	Sega Saturn, arcade (Sega Titan Video)
License	Closed
OS	Windows

Saturnin is a Sega Saturn and Sega Titan Video emulator for Windows, developed by Runik.

GiriGiri

Developer	Shinya "MegaDeath" Miyamoto
System(s)	SG, SMS, GG, Saturn
License	Closed
OS	Windows

GiriGiri is a Sega Saturn emulator for Windows, developed by Japanese programmer Shinya "MegaDeath" Miyamoto. Initially a freeware program that worked only with the Japanese version of Windows 98, the developer released "debugger" beta versions up until 0.6a in early 2001. Debugger version 0.9 and the full GiriGiri Saturn emulator were announced, but never released. Instead, Sega hired the developer behind the project and bought the software to run downloadable Sega Saturn titles on the online Cyber Disc/B-Club service. The service was short-lived, closing in March 2004.

The emulator was later hacked by Gavionne to improve compatibility, and released as GiriGiri Gav. Another version (0.7.7 beta) was released by MiC with a new loader program.

SSF

Developer	Shima
System(s)	Sega Saturn, arcade (Sega Titan Video)
License	Closed
OS	Windows

SSF is a Sega Saturn and Sega Titan Video emulator for Windows, developed by Shima. It is able to run most Saturn games without issues, directly from a CD or virtual CD drive.

The emulator has a certain amount of input lag. Suggested solutions are to disable V-sync (emulator settings, causes tearing) and enable "VDP2 RAM write timing".

Nova

System(s)	Saturn
License	Closed
OS	Windows

Nova is a new and last emulator join to the party. Which is in development by a single developer.

Satourne

Developer	Fabien Autrel
System(s)	Sega Saturn, arcade (Sega Titan Video)
License	Closed
OS	Windows

Satourne is a Saturn and Sega Titan Video emulator for Windows, developed by Fabien Autrel.

MAME

Developer	Nicola Salmoria, MAME Team
System(s)	Multi-platform
License	New BSD, GNU GPL v2 or later
OS	Windows, macOS, Linux, BSD, Amiga, etc.

MAME, formerly an acronym for Multiple Arcade Machine Emulator, was born, as the acronym suggests, as a program capable of emulating multiple types of arcade machine. Unlike home video game consoles or even computers, arcade machines often have hardware that is devoted to only running one specific game. The MAME project, which began its life in February 1997, attempts to emulate every arcade machine known to man.

SEGA®

"나는 보고말았어..."

이사온 첫날부터 들려오는 이상한 소리...
도대체 뭐 하는 거야?
살금살금 - 조용조용 - 쉿!
그 순간, 난 보고 말았어
근데 근데 ... 세상에 이게 뭐야
내가 갖고 싶던 그 게임기, 바로 새턴이잖아 ~

최고의 게임사양을 갖추고,
완벽한 A/S까지 보장받는 - KDS 세가새턴
바로 그 KDS 세가새턴의 매력에 아마 푹~~~ 빠지실겁니다.

• 판 매 원 : (주)두고정보통신 (컴마을)
• A / S : 두고 CNC 서비스(주)
• 수입원 : KDS (주)코리아 데이타 시스템스
S/W 사업팀
TEL 02)551-0574 ~6 FAX 02)551-0577

KDS
Korea Data Systems
(주)코리아데이타시스템스

Developers

Activision

Founded	*October 1, 1979*
Parent	*Activision Blizzard*
Employees	*4000*
Headquarters	*California, United States*
Key people	*Eric Hirshberg (CEO)*

Activision Publishing, Inc. is an American video game publisher. It was founded on October 1, 1979 and was the world's first independent developer and distributor of video games for gaming consoles. Its first products were cartridges for the Atari 2600 video console system published from July 1980 for the US market and from August 1981 for the international market (UK).

Before Activision, third-party developers did not exist. Software for video game consoles were published exclusively by makers of the systems for which the games were designed. For example, Atari was the only publisher of games for the Atari 2600. This was particularly galling to the developers, as they received neither financial rewards nor credit for games that sold well.

Atari programmers David Crane, Larry Kaplan, Alan Miller, and Bob Whitehead met with Atari CEO Ray Kassar in May 1979 to demand that the company treat developers as record labels treated musicians, with royalties and their names on game boxes. Kaplan, who called the others *"the best designers for the [2600] in the world"*, recalled that Kassar called the four men *"towel designers"* and that *"anyone can do a cartridge."* Crane, Miller, and Whitehead left Atari and founded Activision in October 1979 with former music industry executive Jim Levy and venture capitalist Richard Muchmore; Kaplan joined soon. David Crane has said the name "Activision" was based on Jim Levy's idea to combine 'active' and 'television'. The original name proposed for the company was VSync, Inc.

As of January 2017, Activision is one of the largest third-party video game publishers in the world and was also the top publisher for 2016 in the United States.

ADK

Founded	*July 1980 (as Alpha Denshi)* *1993 (as ADK)*
Defunct	*2003*
Fate	*Closed, properties sold*
Successor	*SNK Corporation*
Headquarters	*Ageo, Saitama, Japan*

ADK Corporation was a Japanese video game production company throughout the 1980s and 90s. ADK began as a developer of arcade games but is best known for their library of Neo Geo titles, mainly produced in the 1990s in partnership with SNK.

ADK was founded in July 1980 in Ageo, Saitama, Japan. At the time, it was known as Alpha Denshi or Alpha for short. Originally a producer of audio and telecommunications equipment, Alpha first ventured into video games in 1980 with two arcade titles: Dorachan by Craul Denshi and Tehkan's Shogi, a basic Japanese chess game. Dorachan was recalled shortly after release due to unlicensed usage of the fictional character Doraemon.

Despite an inauspicious start, Alpha continued to develop arcade games in 1981. Janputer, published by Sanritsu Giken, was one of the earliest arcade Mahjong titles and helped Alpha to establish themselves in the industry. In 1983, Alpha expanded into sports games with their self-published Exciting Soccer and two Champion Baseball titles for Sega. Alpha would produce several more games for Sega through the mid 1980s while continuing to publish others on their own.

Alpha Denshi began developing games almost exclusively for SNK hardware in 1987. In 1990, SNK was developing a new unified video game platform for both the home and arcades.

In 2000, ADK released its last video game title, Dynamite Slugger, and was primarily focused on developing content for Japanese i-mode-based mobile devices. After their bankruptcy, SNK Playmore bought up ADK's relinquished intellectual properties. To this day, ADK characters are still known to occasionally appear in SNK Playmore games.

Argonaut Games

Founded	*23 February 1982*
Founder	*Jez San*
Defunct	*1 October 2004*
Fate	*Liquidated*
Headquarters	*London, England, UK*
Website	*argonaut.com*

Argonaut Games plc was a British video game developer, founded in 1982 and liquidated in late 2004, with the company ceasing to exist in early 2007. It was most notable for the development of the Super NES video game Star Fox and its supporting Super FX hardware.

Founded as Argonaut Software by teenager Jez San in 1982, the company name is a play on his name (J. San) and the mythological story of Jason and the Argonauts.

In 1993, Argonaut collaborated with Nintendo during the early years of the NES and SNES, a notable incident being when Argonaut submitted a proof-of-concept method of defeating the Game Boy's copyright protection mechanism to Nintendo. The combined efforts from both Nintendo and Argonaut yielded a prototype of the game Star Fox, initially codenamed "NesGlider" and inspired by their earlier Atari ST and Amiga game Starglider, that they had running on the NES and then some weeks later on a prototype of the SNES. Jez San told Nintendo that his team could only improve performance or functionality of the demonstration if Nintendo allowed Argonaut to design custom hardware to extend the SNES to have true 3D capability. Nintendo agreed, so San hired chip designers and made the Super FX chip. They originally codenamed it the Mathematical Argonaut Rotation I/O, or "MARIO", as is printed on the chip's surface. So powerful was the Super FX chip used to create the graphics and gameplay, that they joked that the Super NES was just a box to hold the chip.

In late October 2004, Argonaut Games called in receivers David Rubin & Partners, laid off 100 employees, and was put up for sale. Lack of a constant stream of publishing deals had led to cashflow issues and a profit warning earlier that year.

ASCII Corporation

Founded	*1977*
Founder	*Kazuhiro Nishi* *Keiichiro Tsukamoto*
Successor	*ASCII Media Works, Agetec, and Enterbrain*
Key people	*Kiyoshi Takano (President)*
Headquarters	*Chiyoda, Tokyo*

ASCII Corporation was a publishing company based in Tokyo, Japan. It became a subsidiary of Kadokawa Group Holdings in 2004, and merged with another Kadokawa subsidiary MediaWorks on April 1, 2008, and became ASCII Media Works. The company published Monthly ASCII as the main publication.

During the early years of the ASCII Corporation's existence, the group focused on developing the MSX and different content for it. It also formed a joint venture with Microsoft in 1979, and represented Microsoft in Japan until 1986 when it went public and opened its own Japanese office.

However, during the 1980s when the videogame market seemed to collapse, the group decided to focus on publishing Japanese games for the popular consoles of the time - the most notable of these being the NES and the Sega Genesis. The company reported success in this market, and chose to form an American branch of their company. This branch was formed in 1991, and became known as ASCII Entertainment.

Over time the market once held by ASCII Corporation shrunk considerably, and the company grew weaker in its market over time. In a complete change, the market possessed by ASCII Entertainment (their US brand) grew considerably. Due to this success, another brand was formed by the ASCII Corporation. This company was known as ASCII Game Entertainment Technology, and was commonly abbreviated to Agetec. After just over a year, Agetec was sold off and managed to survive thanks to different company relationships.

During March 2002, ASCII chose to cease all game-based operations, and to return to their original field of work: computer systems.

"giantbomb.com"

Atari, Inc.

Founded	*July 26, 1972*
Founders	*Nolan Bushnell*
	Ted Dabney
Defunct	*July 1, 1984; 33 years ago*
Fate	*Closed, properties sold*
Successor	*Atari Corporation, Atari Games*
Headquarters	*Sunnyvale, California, United States*

Atari, Inc. was an American video game developer and home computer company founded in 1972 by Nolan Bushnell and Ted Dabney. Primarily responsible for the formation of the video arcade and modern video game industries, the company was closed and its assets split in 1984 as a direct result of the North American video game crash of 1983.

Atari was named after Japan's centuries old classic, Go. The term "atari" is used by Go players to politely inform their opponent that they are about to be overrun. The company was created in 1972 with money earned by Bushnell's first game Computer Space. While this initial game was not considered to be a success financially, it seeded the ideas for the game Pong, which would become the first gaming classic the gaming industry would see. By most gaming historians, this is considered to be the true birth of the gaming industry.

Several financial problems would eventually lead to the sale of Atari to Warner Communications in 1976 for $28 - $32 Million (est .).

In 1977 Atari was able to release what would become their lasting legacy, the Atari 2600.

In July of 1984, a $240 million deal was struck between Atari and ex-head of Commodore, Jack Tramiel, and all of Atari was sold except for the small coin-operated arcade business, Ataritel. Warner retained the arcade division, continuing it under the name Atari Games and eventually selling it to Namco in 1985. Warner also sold Ataritel to Mitsubishi.

Atari would eventually be renamed Atari Corporation and would never be able to regain control of the console market, or have the same amount of clout that they had during the peak of the 2600's popularity.

"giantbomb.com"

Atlus

Type	*Kabushiki gaisha*
	Subsidiary
Founded	*April 7, 1986 (Atlus Co., Ltd.)*
	September 5, 2013 (Sega Dream Corp.)
Headquarters	*Setagaya, Tokyo, Japan*
Parent	Sega
Employees	210 (2017)

Atlus Co., Ltd. is a Japanese video game developer, publisher and distribution company based in Tokyo, and a subsidiary of Sega. It is best known for developing the Megami Tensei, Persona, Etrian Odyssey and Trauma Center series.

Atlus began in April 7, 1986 as a video game developer of computer games for other companies. In January 1987, Atlus started selling amusement equipment. It expanded into the sale of karaoke equipment in March 1989. Atlus released the first video game under its own name in 1989: Puzzle Boy for the Game Boy.

Atlus started in the arcade industry in the 1990s by manufacturing its first arcade video game, BlaZeon, in 1992. In 1995, Atlus launched Print Club Arcades in partnership with Sega. In its goal to further increase its presence in the amusement industry, Atlus acquired the manufacturer Apies from Yubis Corporation in 1999. Atlus suffered from deficit financial results in both 1999 and 2000. To address the issue, Atlus established a management reform plan in 2001. In its restructuring efforts, Atlus sold two subsidiaries (one of them being Apies) to their respective employees as part of a management buyout.

On 30 August 2010, Index Holdings announced its merger with Atlus. Although fans were concerned about the company's future, CEO Shinichi Suzuki said that Atlus would continue to provide the "finest quality game experiences possible" and the merger "further strengthens the foundation of Atlus, both in Japan and here in the United States." After the dissolution, the name Atlus continued as a brand used by Index Corporation for video game publishing until 2013. Atlus in its current incarnation was founded as Sega Dream Corporation in September 2013, a new shell corporation established by Sega.

Backbone Entertainment

Founded	*February 19, 2003*
Predecessor	*ImaginEngine*
	Digital Eclipse Software, Inc.
Headquarters	*California, United States*

Backbone Entertainment is an American video game developer based in Rancho Santa Margarita, California.

Backbone Entertainment is the result of a 2003 merger between Digital Eclipse Software and ImaginEngine. Digital Eclipse specialized in arcade game emulation and handheld video games, and formerly had studios in Emeryville, California and Vancouver, British Columbia. It was known for conversions of classic Williams Atari titles for modern home computer systems, such as Defender, Ms.Pac-Man or Marble Madness, many of which were released in compilations.

ImaginEngine specializes in children's software, formerly having studios in San Francisco, California and Boston, Massachusetts. The San Francisco and Emeryville teams were combined at the Emeryville location upon execution of the merger.

One of their first franchise projects as Backbone Entertainment was Death Jr., for the PSP. They have also produced a sequel, Death, Jr. II: Root of Evil, and a Nintendo DS version of the franchise entitled Death Jr. and the Science Fair of Doom. When Death Jr. was first announced, the CEO of Backbone spoke on making DJ a full-featured franchise, with comic books, a TV show, action figures, and more. According to GameRankings, the average review score for the three games in the franchise is a 59%, with Death Jr. and the Science Fair of Doom scoring the lowest overall.

In 2005 the company merged with another video game developer, The collective in Newport Beach, CA to form a new conglomerate, Foundation 9 Entertainment.

An additional studio was formed in 2006 in Charlottetown, Prince Edward Island, but was spun out in 2007 to become Other Ocean Interactive.

Banpresto

Type	*Kabushiki gaisha*
	Subsidiary
Founded	*April 1977*
	April 1, 2008 (B.B. Studio)
Headquarters	*Shinagawa, Tokyo, Japan*
Parent	*Bandai Namco Holdings*

Banpresto Co., Ltd. is a Japanese toy company, and a former game developer and publishing, headquartered in the Shinagawa Seaside West Building in Shinagawa, Tokyo. The current iteration of the company was formed on April 1, 2008, with the focus on the toy consumer business.

The original company was founded April 1977 as Hoei Sangyo, Co. Ltd.. During the 1980s it worked mainly as a subcontractor for Sega and its arcade division, and the company was renamed Coreland in 1982. It started to be partially owned by Bandai in 1989, when it gained its current name. It became a wholly owned subsidiary of Bandai Namco Holdings in March 2006.

Banpresto has created a variety of Japan-only video games, most notably the Super Robot Wars series. Other projects include anime tie-in games such as the Slam Dunk basketball games and Tenchi Muyou! Game Hen. Banpresto also made the Another Century's Episode series, a collaboration with FromSoftware, and the Compati Hero series of games which crosses over the Ultraman, Kamen Rider and Gundam franchises. Banpresto also makes several varieties of mechanical prize-winning games. As Coreland, the company has produced a number of games for Sega, including Pengo, 4-D Warriors and I'm Sorry.

Banpresto's video game operations were absorbed into Bandai Namco Games on April 1, 2008. As part of the merger, two of Banpresto's subsidiaries, Pleasure Cast Co. Ltd and Hanayashiki Co. Ltd, became Namco subsidiaries. Banpresto itself now focuses on its prize machines business.

The Bitmap Brothers

Founded	*1987*
Key people	*Mike Montgomery, MD*
	Eric Matthews
	Steve Kelly
	Mark Coleman
Headquarters	*Wapping, United Kingdom*
Website	*http://www.bitmap-brothers.co.uk/*

The Bitmap Brothers are a UK based video game developer founded in 1987. The company entered the industry in 1988 with the scrolling shooter Xenon. They quickly followed with Speedball. Prior to becoming the publisher of their own games (under Renegade Software), early Bitmap Brothers titles were distributed by Image Works and Konami.

The Bitmap Brothers were based in Wapping, East London and were privately owned. The company's MD was Mike Montgomery, who had founded the company together with Eric Matthews and Steve Kelly. Mike Montgomery later went on to take sole control of the business.

Mark John Coleman is a computer graphics developer who frequently worked with the Bitmap Brothers, and along with Dan Malone was responsible for the visual style that became a trademark of the Bitmap Brothers' games. Other key staff included Technical Director John Phillips, Art Director John Kershaw, Business Development Director Ed Bartlett and Creative Director Jamie Barber.

The Bitmap Brothers became known for the high difficulty of their games. Montgomery later remarked that *"all of the Bitmap Brothers games... they're probably a bit too difficult. The reason for that was we designed games that we wanted to play - for us it was actually quite hard to think that somebody would want to play something that's easy."* The development team was voted Best 16-bit Programmers of the Year at the Golden Joystick Awards. Speedball was also voted best 16-bit Game of the Year overall.

After 2002 the company released ports of several of their games for both the Game Boy Advance and Pocket PC platforms, and since then they have been licensing their old games and properties to several other companies.

Blizzard Entertainment

Formerly called	*Silicon & Synapse (1991–1994)*
	Chaos Studios, Inc. (1994)
Founded	*February 8, 1991*
Employees	*4,700 (2012)*
Parent	*Activision Blizzard*

Blizzard Entertainment, Inc. is an American video game developer and publisher based in Irvine, California, and is a subsidiary of the American company Activision Blizzard. The company was founded on February 8, 1991, under the name Silicon & Synapse by three graduates of the University of California, Los Angeles: Michael Morhaime, Frank Pearce, and Allen Adham. The company originally concentrated on the creation of game ports for other studios before beginning development of their own software in 1993 with games like Rock n' Roll Racing and The Lost Vikings. In 1994 the company became Chaos Studios, Inc., then Blizzard Entertainment, Inc. after being acquired by distributor Davidson & Associates.

Shortly thereafter, Blizzard released Warcraft: Orcs & Humans. Blizzard created several other video games, including Warcraft sequels, the Diablo series, the StarCraft series, and in 2004 the massively multiplayer online role-playing game World of Warcraft. Their most recent projects include the first expansion for Diablo III, Reaper of Souls, the online collectible card game Hearthstone, the sixth expansion for World of Warcraft, Legion, the multiplayer online battle arena Heroes of the Storm, the third and final expansion for StarCraft II: Wings of Liberty, Legacy of the Void, and the multiplayer first-person hero shooter Overwatch.

On July 9, 2008, Activision merged with Vivendi Games, culminating in the inclusion of the Blizzard brand name in the title of the resulting holding company. On July 25, 2013, Activision Blizzard announced the purchase of 429 million shares from majority owner Vivendi. As a result, Activision Blizzard became a completely independent company.

Bullfrog Productions

Founded	*1987*
Founders	*Les Edgar*
	Peter Molyneux
Headquarters	*Guildford, United Kingdom*
Defunct	*2001*
Fate	*Merged into EA UK*
Parent	*Electronic Arts (1995–2001)*

Bullfrog Productions was a British video game developer, founded in 1987 by Les Edgar and Peter Molyneux. The company was based in Guildford. Bullfrog gained recognition in 1989 for their third release, Populous, and is also well known for titles such as Theme Park, Magic Carpet, Syndicate, and Dungeon Keeper. Bullfrog's name was derived from an ornament in the offices of Edgar's and Molyneux's other enterprise, Taurus Impact Systems, Bullfrog's precursor where Molyneux and Edgar were developing business software. Bullfrog Productions was founded as a separate entity after Commodore mistook Taurus for a similarly named company.

Electronic Arts, Bullfrog's publisher, acquired the studio in January 1995. Molyneux had become an Electronic Arts vice-president and consultant in 1994, after EA purchased a significant share of Bullfrog. Molyneux's last project with Bullfrog was Dungeon Keeper, and as a result of his dissatisfaction of the corporate aspects of his position, he left the company in July 1997 to found Lionhead Studios. Others would follow them to Lionhead, and some founded their own companies, such as Mucky Foot Productions. After Molyneux's departure, Electronic Arts' control over Bullfrog caused several projects to be cancelled—in 2001 Bullfrog was merged into EA UK and ceased to exist as a separate entity. Bullfrog titles have been looked upon as a standard for comparison and have spawned numerous spiritual sequels.

The final title released under the Bullfrog brand, Theme Park Inc, was published in 2001. By the time the game was in development, most of the Bullfrog teams had become part of EA UK, and much of the development was handled by another company.

Camelot Software Planning

Formerly called	*Sega CD4*
	Sega Software Planning
Founded	*1990*
employees	*42 (2010)*
Headquarters	*Tokyo. Japan*
Parent	*Sega (1990–1995)*
Website	*www.camelot.co.jp*

Camelot was founded in 1990 as a division of Sega known as Sega CD4 (Consumer Development Studio #4), soon changing their name to Sonic! Software Planning, which was formed to create, alongside Climax Entertainment, Shining in the Darkness for the Sega Mega Drive/Genesis. The studio also developed other successful games in the franchise, including Shining Force and Shining Force II. In 1995, Sonic! officially separated from Sega, but agreed to continue developing games for the Shining series and to not release any games for rival systems that would threaten the success of the Shining franchise.

In 1995, there was a brief period where they worked for Sony Computer Entertainment in addition to creating Shining products.

By Shining Force III, the studio had begun operating under its current name, Camelot Software Planning. In late 1998, Sega began focusing their resources on the Dreamcast, leaving Camelot with their final Shining Force III scenario, for the Sega Saturn, in jeopardy. Though the scenario was released, Camelot decided to move away from Sega completely and to establish a partnership with Nintendo.

The company then developed many Mario sports games, including Mario Golf, and Mario Tennis, as well as the Golden Sun series of role-playing games.

The creation of the Mario character, Waluigi, can be attributed to Camelot Software, after Nintendo requested a "Wario-like" counterpart for Luigi during the development of Mario Tennis.

Capcom

Founded	*May 30, 1979*
Founder	*Kenzo Tsujimoto*
Owner	*Tsujimoto family*
Headquarters	*Chūō-ku, Osaka, Japan*
Revenue	*Increase $239.6 million (2014)*
Employees	*2,811 (2017)*

Capcom Co., Ltd. is a Japanese video game developer and publisher known for creating multi-million-selling franchises such as Mega Man, Street Fighter, Resident Evil, Devil May Cry, Ace Attorney, and Monster Hunter as well as games based on the Disney animated properties. Established in 1979, it has become an international enterprise with subsidiaries in North America, Europe, and East Asia.

The original companies that spawned Capcom's Japanese branch were I.R.M Corporation as well as its subsidiary Japan Capsule Computers Co., Ltd., both of which were devoted to the manufacturing and distribution of electronic game machines. The name Capcom is a clipped compound of "Capsule Computers", a term coined by the company to describe the arcade machines it solely manufactured in its early years, designed to set themselves apart from personal computers that were becoming widespread at that time. The word capsule alludes to how Capcom likened its game software to "a capsule packed to the brim with gaming fun", as well as to the company's desire to protect its intellectual property with a hard outer shell, preventing illegal copies and inferior imitations.

In the first few years after its establishment, the Japanese branch of Capcom had three development groups referred to as "Planning Rooms", led by Tokuro Fujiwara, Takashi Nishiyama and Yoshiki Okamoto, respectively. Later, games developed internally used to be created by several numbered "Production Studios", each assigned to different games. Starting in 2002, the development process was reformed to better share technologies and expertise, and all of the individual studios were gradually restructured into bigger departments responsible for different tasks.

CAVE

Founded	*June 15, 1994*
Headquarters	*Shinjuku, Tokyo, Japan*
Total assets	*JP¥ 874,251,193 (2012)*
Employees	*158 (2012)*
Subsidiaries	
	Beads Mania (merged on June 1, 2008)
	Mini4WD Networks Co., Ltd. (44.8% stake)

CAVE Interactive CO., acronym for "Computer Art Visual Entertainment", is a Japanese video game company founded in 1994 by former employees of Toaplan following its bankruptcy. They are known primarily for their "bullet hell" shoot 'em ups; from 1995 up to 2010, CAVE was one of the most prolific shoot 'em up developers in the Japanese market. Alongside this, CAVE has produced a variety of other types games for arcades, home consoles, PCs, and smartphones, also dating back to 1995.

Key staff members include Tsuneki Ikeda (director and COO) and Makoto Asada (game development department head) who left the company in 2013. On January 24, 2014, community manager "Masa-King" announced that the Cave-World Twitter and blog were shutting down on February 28, 2014, terminating all existing English social media presence in the west.

CAVE's arcade titles have used various arcade boards over the years. Earlier titles used a CAVE-designed board based on a Motorola 68000 CPU, with later releases moving over to the PGM (Poly Game Master) hardware, and then, starting with Mushihimesama, onto boards based on the Hitachi SH-3 CPU. CAVE dabbled in PC-based hardware for Deathsmiles II, but switched back to SH-3 for later titles.

Since 2006, CAVE has hosted CAVE Matsuri, a yearly festival in which several announcements regarding company affairs are made. Also, some titles are offered exclusively at this event such as Mushihimesama Cave Matsuri ver 1.5.

Within the Guinness World Records, Cave holds the record for the "most prolific developer of danmaku shooters", having released 48 games in the genre since 1995 as of October 2010.

Climax Studios

Founded	*1988*
Founder	*Karl Jeffery*
Headquarters	*England, United Kingdom*
Website	*www.climaxstudios.com*
Aliases	*The Climax Group*
	Climax Solent
	Climax Action

Climax Studios is an independent development studio founded in 1988 by Karl Jeffery in Portsmouth, Hamshire. The studio has developed numerous licensed games, and is perhaps best known for its two entries in Konami's Silent Hill franchise - 0rigins and Shattered Memories - and the prolific output of its racing studio in the early 2000s, which included Sony's ATV Offroad Fury series and the THQ-published MotoGP games. Most recently, the studio has developed the XBLA title Bloodforge and downloadable Vita puzzler Smart As.

Climax Studios was, in the early 2000s, one of many studios in The Climax Group, a collective of independent studios. The empire began when Climax Studios - who, during this time, rebranded their development staff as Climax Solent after the strait in the vicinity of where they are based - purchased Syrox Developments and reestablished them as Climax London; they were soon followed by Climax Handheld Games (originally a division of Climax London staffed by former members of Crawfish Interactive that became further ingrained in Climax London as the studio shifted focus to handheld development), Climax Brighton (a.k.a., Climax Racing) and an American branch in Climax LA. However, financial issues and restructuring ultimately led to the number of Climax-branded studios being whittled back down to one. Climax Racing was rebranded as Black Rock Studio and sold to Disney in 2006; Climax LA was closed in 2007 after the troubled development of Silent Hill: Origins forced the Solent branch to take over the project; Climax London, along with the Solent branch, was rebranded Climax Action in 2004 in an effort to unify the development efforts of both studios, a move that eventually saw the London branch merged with the Solent branch and shuttered.

"giantbomb.com"

Codemasters

Founded	*6 August 1986*
Founders	*Richard Darling*
	David Darling
Headquarters	*Southam, England*
Employees	*~400*
Parent	*Reliance Entertainment*
Website	*codemasters.com*

The Codemasters Software Company Limited (formerly Electric Games Company Limited), doing business as Codemasters, is a British video game developer and publisher founded by David Darling and his brother Richard in 1986. Headquartered in Southam, Warwickshire, Codemasters is one of the oldest British game studios, and in 2005 was named the top independent games developer by Develop magazine.

Established on 6 August 1986 by Richard Darling and David Darling (who worked previously for Mastertronic), Codemasters established themselves in the growing ZX Spectrum market, mostly with action games that required the player to solve simple puzzles by combining different objects, such as the Dizzy series. While rooted in the ZX Spectrum, Codemasters did not write exclusively for this computer. They also released software (including the Dizzy series) for the Commodore 64, Commodore 16, BBC Micro, Acorn Electron, Amstrad CPC, Atari 8-bit, Commodore Amiga and Atari ST.

As the 8-bit computer market diminished, Codemasters turned to developing for the 8-bit and 16-bit console markets, as well as moving away from their budget title legacy to more full-price games on the 16-bit computers. They had major success with the Micro Machines series and Pete Sampras Tennis on the Sega Mega Drive.

In the last years Codemasters have since continued to release titles for later generation systems, such as the TOCA Touring Car series, Colin McRae Rally series, Brian Lara Cricket series and Operation Flashpoint.

In April, 2016 Codemasters started a studio based in Runcorn consisting of former Evolution Studios developers, who's most recent creation was Driveclub.

Core Design

Founded	*13 May 1988*
Parent	*CentreGold (1994–1996)*
	Eidos Interactive (1996–2006)
	Rebellion Developments (2006–2010)
Defunct	*March 2010*
Fate	*Closed by parent*
Headquarters	*Derby, England*

Rebellion (Derby) Ltd (formerly Core Design Limited) was a British video game developer based in Derby, England. The company was acquired by umbrella company CentreGold in 1994, which in turn was acquired by Eidos Interactive in April 1996. Following the latter acquisition, Core Design was reorganised as a subsidiary of Eidos Interactive, while other CentreGold components were either closed or sold off. In May 2006, the Core Design personnel and assets were acquired by Rebellion Developments, and the company became Rebellion Derby.

Based in the city of Derby, England, Core Design was founded in 1988 by Chris Shrigley, Andy Green, Rob Toone, Terry Lloyd, Simon Phipps, Dave Pridmore, Jeremy Heath-Smith, Kevin Norburn and Greg Holmes. Most were former employees of Gremlin Graphics. The studio was part of distribution company CentreGold when it was acquired by Eidos Interactive in 1996. Eidos subsequently sold most of CentreGold, but retained U.S. Gold, the owners of Core Design. Core had a brief history of producing titles for the Sega consoles, such as Thunderhawk for Mega-CD and the original Tomb Raider game for the Saturn.

The company is widely known for the Tomb Raider series. The first game was created by Toby Gard and Paul Howard Douglas, which was released in 1996 and followed by several sequels. The success of Tomb Raider and its subsequent sequels played a huge part in keeping Eidos Interactive financially solvent. After the successful Saturn debut of the original Tomb Raider a full month and a half ahead of the PlayStation version, Sony decided to use the brand to boost sales of its own console. In September 1997, Sony's U.S. arm, SCEA, signed an exclusivity deal with Eidos to keep the franchise on their consoles.

CRI Middleware

Founded	*1983*
Type	*Kabushiki gaisha*
Headquarters	*Tokyo, Japan*
Website	*www.criware.com/en*
Industry	*Computer and video games*
Products	*Audio and video middleware for video game consoles*

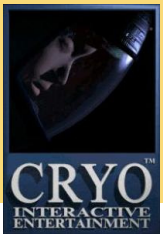
CRI Middleware Co. Ltd., formerly known as CSK Research Institute Corp., was set up to function as a research institute for the CSK group in 1988, whose primary holding was Sega. That year, the company developed Japan's first CD-ROM software: After Burner for the Fujitsu FM Towns console. Using its skills gained in CD-ROM technology, in 1993 the institute took part in the development of the Sega Saturn. CRI developed the Saturn's BIOS file system, development tools and supplied technical support for the system. In 1996, CRI Sofdec (formerly CRI MPEG Sofdec) and CRI ADX are developed. Apart from doing research into new media and formats and developing support tools for the software industry (mainly Sega and its third parties), it did also do some games development itself for the Sega Mega Drive, Mega CD, Sega 32X, Sega Saturn and Sega Dreamcast.

On September 30, 1999, CSK sold its 100% interest in CSK Research Institute Corp. by Sega to Isao Okawa for $853 million. The sales price was based on an appraisal performed by a third party. When Sega was splitting of its divisions into separate companies in 2000, CRI merged with the AM2 division. As part of the deal, the merged company gained the rights to Shenmue series.

CRI Middleware logo.

In 2001, Sega turns to multi-platform development. As a result, when the game developers move to Sega AM2, the CRI was rebranded as the middleware developer CRI Middleware Co. Ltd. Their customers since this move have included high-profile clients such as Microsoft, Electronic Arts, Nintendo, Capcom, Konami, Namco Bandai Games, Atari Infogrames, Sony Computer Entertainment, Square Enix, and Bungie.

"segaretro.org"



Cryo Interactive

Founded	*1992*
Defunct	*October 2002*
Fate	*Bankruptcy, assets acquired by DreamCatcher Interactive*
Subsidiaries	*Cryo Studios North America*
Headquarters	*Paris, France*

Cryo Interactive Entertainment was a French video game development and publishing company founded in 1992, but existing unofficially since 1989 as a developer group under the name Cryo. It was formed by members of ERE Informatique who left Infogrames (proprietor of ERE since 1986) — among these were Philippe Ulrich, Rémi Herbulot and Jean-Martial Lefranc.

The first game developed under the Cryo Interactive moniker was the hit Dune, which granted the newly formed software company both publicity and funding for further games under Virgin until 1996, when Cryo started self-publishing inside the European market, and in North America through then partially owned Canadian publisher DreamCatcher Interactive.

Cryo made its name mostly through adaptations of already existing stories (such as Riverworld, based on Philip José Farmer's novel and Ubik by Philip K. Dick) or those based on historical scenarios (like KGB, a game set days before the dissolution of the Soviet Union and several games based in Atlantis, Ancient Egypt, Qing Dynasty's China and Louis XIV's France, developed with Cryo's Omni3D engine). Although most of the post-Virgin games managed to capture and stay true to the original settings, poor interfaces and the lack of worldwide distribution turned little profit from each game.

In July 2002, not long after Frank Herbert's Dune flopped, Cryo's situation was no longer sustainable, and the company was declared bankrupt. After much negotiation, most of the assets and development teams of Cryo Interactive were absorbed by DreamCatcher Interactive, forming the base for DreamCatcher Europe.

On 20 October 2008 Microïds acquired the brands and intellectual property of Cryo Interactive.

Crystal Dynamics

Founded	*July 8, 1992*
Founder	*Judy Lang* *Madeline Canepa* *David Morris*
Owner	*Square Enix*
Headquarters	*California, United States*
Website	*crystald.com*

Crystal Dynamics, Inc. is an American video game developer that was founded in 1992. It was acquired by Eidos Interactive in 1998. After Square Enix's acquisition of Eidos in 2009, it became a subsidiary of Square Enix. The company's mascot was the video game character Gex the Gecko.

Crystal Dynamics was formed on 8 July 1992 by Sega veterans Judy Lang, Madeline Canepa, and Dave Morse. Crystal was the first licensed developer for 3DO, a gaming hardware platform simultaneously funded by Kleiner Perkins. In 1993, Strauss Zelnick, president of 20th Century Fox's film studio, was hired to run Crystal Dynamics. This made national news and helped to touch off the frenzy of multimedia investments of the mid-1990s. A 1993 editorial in Electronic Gaming Monthly declared that *"the hottest new video game company on the upscale scene is definitely Crystal Dynamics."*

Due chiefly to the unexpectedly slow growth of the next generation gaming market, Crystal Dynamics's massive expansion in its early years failed to pay off. In 1996 new CEO Ted Ardel announced the company was cutting one third of its workforce and stepping aside as a publisher to focus strictly on games development.

Crystal Dynamics had been most known for developing Legacy of Kain and Gex, but in 2003, the studio was also entrusted the development of the best-selling Tomb Raider franchise after its original developer, Core Design, failed to gain critical or commercial success with their later Tomb Raider games, and released its first game in the series in 2006, Tomb Raider: Legend, which was the fastest selling game in the entire series, selling 4.5 million units worldwide. In 2009, Crystal Dynamics laid off over 30 employees to refocus their efforts on the Tomb Raider games only.

Culture Brain

Founded	*1980*
Headquarters	*Katsushika, Tokyo, Japan*
Industry	*Video games*
Total equity	*¥192 million (2007)*
Website	*www.culturebrain.co.j*

Culture Brain is a small Japanese developer/publisher of DS titles that was once known for some unique hybrid titles on the NES, SNES and GB.

Culture Brain was founded in 1980 as Nihon Game Corporation. In 1981, a subsidiary to handle the sales operations of the company was established. Its first video games were arcades games, with titles such as Shanghai Kid and Chinese Hero that were manufactured under "Taiyo Systems" trademark. In 1987, it transitioned from arcade to console video games and renamed itself "Culture Brain". The company has also alternatively used the brand "Micro Academy" in the mid-1980s.

In North America, Culture Brain is mostly known for its six video games for the NES and its three for the Super NES. Two of those games, The Magic of Scheherazade and Flying Warriors, were strongly redesigned by Culture Brain USA (the company's division in Redmond, Washington) to better appeal North American consumers.

Culture Brain was distinct for its innovative gameplay and its mixture of role-playing video game elements with either action or adventure. However, like many other Japanese video game companies, Culture Brain ceased its operations in the United States in the 1990s. Ever since the demise of Culture Brain USA, video games developed by the parent company have rarely made it in America. An exception of the latter situation is the Nintendo 64 version of Flying Dragon which was published by Natsume.

Culture Brain also ran until 2003 a professional school, the Culture Brain Art Institute.

In 2016, the company was renamed Culture Brain Excel and the website's URL was changed to the new name. The longtime Culture Brain logo was instantly dropped and will be replaced by a new logo that was scheduled to be unveiled in 2017.

Data East

Founded	*April 20, 1976*
Founder	*Tetsuo Fukuda*
Defunct	*June 25, 2003*
Fate	*Bankruptcy*
Headquarters	*Suginami, Tokyo, Japan*
Total equity	*¥282.5 million (2001)*

Data East Corporation, also abbreviated as DECO, was a Japanese video game and electronic engineering company. The company was in operation from 1976 to 2003, and released 150 video game titles.

Data East was founded on April 20, 1976 by Tokai University alumnus Tetsuo Fukuda. Data East developed and released in July 1977 its first arcade game Jack Lot, a medal game based on Blackjack for business use. This was followed in January 1978 by Super Break which was its first actual video game. More than 15 arcade games were released by Data East in the 1970s.

Data East established a U.S. division in 1979, after its chief competitors Sega and Taito had already established a market presence. In 1980, Data East published Astro Fighter which became its first major arcade title. While making games, Data East released a series of interchangeable systems compatible with its arcade games, notably the DECO Cassette System which soon became infamous among users due to technical problems. Data East dropped the DECO Cassette by 1985.

Data East continued to release arcade video games over the next 15 years following the video game crash of 1983. Some of its most famous coin-op arcade games from its 1980s heyday included Karate Champ, Heavy Barrel, BurgerTime, Bump 'n' Jump, Karnov and Atomic Runner Chelnov.

In 1981, three staff members of Data East founded Technōs Japan, who then supported Data East for a while before becoming completely independent.

Most of Data East's intellectual properties were acquired in February 2004 by G-Mode, a Japanese mobile game content provider.

Eidos Interactive

Founded	*January 1, 1990*
Headquarters	*Wimbledon, London*
Owner	*Square Enix*
Aliases	*Square Enix Europe*
	Eidos Interactive Limited
Website	*www.eidos.co.uk*

Eidos was an English based developer and publisher behind such games as Tomb Raider, Age of Conan, and Hitman. Since a buyout from Square Enix, the company is now know as Square Enix Europe.

Following the business deal, games developed by the company will still carry the Eidos name but games published by the company will carry the new Square Enix Europe label.

The most successful franchises to come out of the company have been the Tomb Raider and Hitman series of games. Both series have received generally positive reviews, and the original Tomb Raider is revered as a classic game of the original Playstation's life cycle.

While many publishers have been implicated in meddling with the press to obtain good review scores and the possible sales boost that can come from that, Eidos in particular has received much criticism over the years for their interference with the critical process. Perhaps their most infamous review controversy, in November 2007, Eidos was implicated in being involved in the firing of Jeff Gerstmann, former Editorial Director of CNET's Gamespot. Gerstmann gave Eidos' major release for that fall, IO Interactive's Kane & Lynch: Dead Men, a 6.0 out of 10. Shortly following, he was let go from his Gamespot position. Insider sources claimed that Gerstmann had been fired for giving the game a low score after Eidos complained to CNET.

In February 2009, word came out that Square Enix Holdings Co. Ltd. had come to an agreement to purchase the financially struggling Eidos for roughly $120 million. Throughout the remainder of February and March, support was gained by many shareholders, including Warner Bros., for the purchase.

"giantbomb.com"

Electronic Arts

Founded	*May 27, 1982*
Founder	*Trip Hawkins*
Headquarters	*Redwood City, California, U.S.*
Key people	*Larry Probst (Chairman)*
	Andrew Wilson (CEO)
Employees	*8,800 (2017)*
Website	*ea.com*

Electronic Arts (EA) is an international developer, marketer, publisher and distributor of video games. The company has sparked controversies over its advertising efforts, microtransactions, and acquisition of other studios.

Founded and incorporated on May 28, 1982 by Trip Hawkins, the company was a pioneer of the early home computer games industry and was notable for promoting the designers and programmers responsible for its games. Originally, EA was a home computing game publisher, however in the late 1980s, the company began developing games in-house and began to support consoles by the early 1990s. EA later grew via acquisition of several successful developers, and by the early 2000s, EA had become one of the world's largest third-party publishers.

Electronic Arts is one of the most significant third-party publishers for Sega consoles - the Sega Mega Drive being EA's main console of choice for the first half of the 1990s. Initially EA had planned to avoid direct contact with Sega, reverse-engineering the Mega Drive which later formed a barganing chip for securing a better deal for EA as a third-party developer than rival firms. EA would go on to make huge gains on consoles, particularly when it came to sports games (starting with John Madden Football in 1990), and supported the Mega Drive until 1997 - well after others had abandoned the system.

EA supported the Sega Saturn, but its refusal to support the Dreamcast in favor of preparing titles for the PlayStation 2 is seen by some as a contributing factor to the console's failure.

Currently, EA develops and publishes games under several labels including EA Sports titles FIFA, Madden NFL, NHL, NCAA Football, NBA Live, and SSX.

"segaretro.org"

Enix

Type	*Kabushiki gaisha*
Founded	*September 22, 1975*
Founder	*Yasuhiro Fukushima (Active CEO)*
Fate	*Merged with Square*
Successor	*Square Enix*
Headquarters	*Shibuya, Tokyo, Japan*
Employees	134 (2002)

Enix Corporation was a Japanese video game publisher that produced video games, anime and manga. Enix is known for publishing the Dragon Quest series of role-playing video games.

Enix was founded on September 22, 1975 as Eidansha Boshu Service Center by Japanese architect-turned-entrepreneur Yasuhiro Fukushima. The company initially published tabloids that advertised real estate.

In February 1980, Eidansha Boshu Service created a wholly owned subsidiary for the purpose of specializing in real estate trading and brokerage. This new subsidiary would take on the name of Eidansha Systems in August 1981. The following year, in August 1982, Eidansha Systems was renamed Enix Corporation. The name "Enix" is a play on the words "phoenix", a mythical bird that is reborn from its own ashes, and "ENIAC", the world's first digital computer.

After a failed attempt of Eidansha Boshu Service to go nationwide in 1982, its newly established Enix subsidiary began a foray into the gaming market by holding a personal computer game programming contest. One of the winners was Love Match Tennis, created by Yuji Horii. It would go to become one of the company's first PC releases. Another winner was the puzzle game Door Door by Koichi Nakamura, which would become one of the company's better known home computer titles. Nakamura would stay on board as one Enix's key programmers.

The company merged with its competitor Square in 2003 to form Square Enix, in order to mutually decrease development costs and to compete with foreign developers.

Fill-in-Cafe

Founded	*1987 (as Team Cross Wonder)*
Defunct	*1998*
Headquarters	*Japan*
Key people	*Masatoshi Imaizumi*
	Kanta Watanabe
	Masaki Ukyo
	Keishi Yonao

Fill-in-Cafe was a video game developer that was founded in Japan in 1987. They are best known for creating the Asuka 120% BURNING Fest. franchise, as well as Mad Stalker: Full Metal Forth.

In 1987, Fill-in-Cafe was founded as Team Cross Wonder, and later renamed itself as "Fill-in-Cafe" in 1989 and incorporated in 1991. They first developed Metal Sight for the Sharp X68000 under the Team Cross Wonder label, followed by developing Neural Gear under the Fill-in-Cafe label. Later, they hired several more companies like Intec and Family Soft to publish their products. In 1994, they became successful with the release of the Asuka 120% BURNING Fest. franchise, as well as with Mad Stalker: Full Metal Forth and its multiple versions.

In 1998, Fill-in-Cafe filed for bankruptcy. Some planned titles were canceled, such as a sequel to Panzer Bandit and an untitled, enhanced arcade port of the Asuka 120% BURNING Fest. Limited with Kaneko being the arcade publisher. Shortly afterward, Success Corporation became in charge of developing Asuka 120% BURNING Fest. Final and Asuka 120% BURNING Fest. Return after their relationship with Fill-in-Cafe and Datam Polystar in developing and publishing titles together, such as Makeruna! Makendō 2: Kimero Youkai Souri for instance.

After bankruptcy, Family Soft bought the rights to most of its developed library, including its only self-published title Community POM. Kanta Watanabe and Masaki Ukyo moved to Treasure while Masatoshi Imaizumi moved to establish R.U.N (Release Universe Network). Masaki Ukyo later joined R.U.N with Imaizumi.

Funcom

Founded	*1993*
Headquarters	*Oslo, Norway*
Key people	*Rui Casais (CEO)*
Employees	*100*
Website	*funcom.com*
Aliases	*Funcom Oslo A/S*

Funcom Oslo AS (formerly Funcom Productions AS) is a Norwegian video game developer specializing in online games. It is best known for the MMORPG titles Age of Conan, Anarchy Online, The Secret World and The Longest Journey series of adventure games. The company has offices in Oslo, Norway and North Carolina, US. They previously also had offices in Beijing, Dublin and Montreal.

In March, 2007, Funcom stopped releasing games on CD and DVD, and started to use digital distribution completely. This was done because of financial losses due to piracy of their games.

In September of 2008, one of the founders and game director of Age of Conan, Gaute Godager, left Funcom because he was dissatisfied with parts of Age of Conan.

In February of 2009 Funcom reported financial losses of approximately $23 million in Q4 of 2008, and the unsuccessful launch of Age of Conan was largely to blame. An analyst at DnB NOR, estimated that around 100,000 people were playing the game immediately after launch. This was far below what Funcom had expected.

On September 1, 2009, Funcom announced that they were opening a new studio in Montreal, Canada. The new studio is currently working on their latest MMO, The Secret World, and was also the developer of the Age of Conan expansion, Rise of the Godslayer. Shortly after the announcement of the new studio Funcom reduced their staff by 20%.

In August of 2012 Funcom announced the layoff of half of its employees due to the lackluster performance of The Secret World. Funcom blames a poor Metacritic score and the launch of Diablo 3 for The Secret World's unsuccessful launch.

Gainax

Industry	*Animation (Anime)*
Founded	*December 24, 1984*
Headquarters	*Mitaka, Tokyo, Japan*
Key people	*Hiroyuki Yamaga (President)*
Website	*www.gainax.co.jp*

GAINAX Co., Ltd. is a Japanese anime studio famous for productions such as Gunbuster, The Wings of Honneamise, Nadia: The Secret of Blue Water, Neon Genesis Evangelion, Magical Shopping Arcade Abenobashi, FLCL, Gurren Lagann and Panty & Stocking with Garterbelt, which have garnered critical acclaim and been commercially successful.

The studio was formed in the early 1980s as Daicon Film by university students Hideaki Anno, Yoshiyuki Sadamoto, Hiroyuki Yamaga, Takami Akai, Toshio Okada, Yasuhiro Takeda and Shinji Higuchi. Their first project was an animated short for the 20th Annual Japan National SF Convention, also known as Daicon III, held in 1981 in Osaka, Japan. Though the short had an ambitious scope, the animation was rough and low-quality.

The group made a much bigger splash with the short they produced for the 22nd Annual Japan National SF Convention, Daicon IV, in 1983. The Daicon IV short firmly established Daicon Film as a talented new anime studio (albeit small and with only 20 million yen or about US$200,000). The studio changed its name to Gainax in 1985, basing the term "Gainax" on an obscure Tottori Prefecture term for "giant", with the English suffix -x added because it sounded "good and was international".

During 1988, Gainax produced a number of items such as garage kit and adult video games (a major earner which kept Gainax afloat on occasion, though they were sometimes banned).

Gainax has also produced a number of computer games, including a strip mahjong game featuring Evangelion characters and its most famous, the Princess Maker series (later adapted as Puchi Puri Yūshi).

Genki

Type	*Kabushiki gaisha*
Founded	*October 16, 1990 (original company)*
	February 26, 2008 (current company)
Headquarters	*Nakano, Tokyo*
Key people	*Hiroshi Hamagaki (President)*
Website	*www.genki.co.jp (en)*

Genki Co., Ltd. is a Japanese developer of computer and video games. It was founded in October 1990 by Hiroshi Hamagaki and Tomo Kimura, who left Sega to form the company. The company is best known for its racing game titles. According to MobyGames, the company logo is a picture of Hiroshi Hamagaki, drawn by his son when he was 3 years old.

In its early years, Genki dabbled in a few different genres, looking for its niche. On one end of the spectrum, there was Devilish, a game similar to Arkanoid that was released for Sega's Game Gear and Mega Drive systems in 1991. On the other end, there was Kileak: The DNA Imperative, a first-person mecha shooting game for the PlayStation which was released in 1995.

Genki found its niche in 1994 with the release of Shutokō Battle '94 Keichii Tsuchiya Drift King for the SNES—the first in a long-running series of racing games. Shutokou Battle 2 followed one year later, in 1995, and was also for the SNES.

Within the same year, Genki shifted towards developing 3D games, continuing the Shutokou Battle series with Highway 2000 on the Sega Saturn. Genki also produced major titles for both the PlayStation and Nintendo 64 consoles in the following two years.

In 2010, Genki created an alternate reality game division called Genki ARG, to replace the currently discontinued Genki Racing Project. This division was closed in late of March 2012.

The Shutokou Battle series was recently revived with a Mobage version for mobile phones released in 2017. This is the first Shutokou Battle game after GRP was discontinued. The same year, however, Genki announced that they were discontinuing the service, to be shut down in late of that year.

Gremlin Interactive

Founded	*2 April 1984*
Founder	*Ian Stewart*
	Kevin Norburn
Defunct	*2003*
Fate	*Dissolved by parent*
Successor	*Sumo Digital*
Headquarters	*Sheffield, England*

Infogrames Studios Limited (formerly Gremlin Graphics Software Limited and later Gremlin Interactive Limited) was a British software house based in Sheffield, working mostly in the home computer market. Like many software houses established in the 1980s, their primary market was the 8-bit range of computers such as the ZX Spectrum, Amstrad CPC, MSX, Commodore 16 and Commodore 64. The company was acquired by French video game publisher Infogrames in 1999, and was renamed Infogrames Studios in 2000. Infogrames Studios closed down in 2003.

The company, originally a computer store called Just Micro, was established as a software house in 1984 with the name Gremlin Graphics Software Ltd by Ian Stewart & Kevin Norburn. Gremlin's early success was based on games such as Wanted: Monty Mole for the ZX Spectrum and Thing on a Spring for the Commodore 64.

In 1994, it was renamed as Gremlin Interactive, now concentrating on the 16-bit, PC and console market. Gremlin enjoyed major success with the Zool and Premier Manager series in the early 1990s, and then with Actua Soccer, the first football game in full 3D; other successful games included the Lotus racing series; a futuristic racing game, Motorhead; a stunt car racing game, Fatal Racing (1995); and the 1998 flight simulator Hardwar.

In 1997, Gremlin acquired DMA Design (creators of Grand Theft Auto and Lemmings). After 1999, they themselves were bought by Infogrames and renamed "Infogrames Sheffield House", for a reported fee of around £24 million, but the studio closed in 2003. The building they latterly occupied near Devonshire Green has since been demolished when Infogrames Sheffield House was supposed to be renamed "Atari Sheffield House".

Gust

Founded	*October 1, 1993 (as Gust Co. Ltd)*
	July 28, 2014 (as Gust)
Headquarters	*Nagano, Nagano, Japan*
Key people	*Aoyagi Kazuo*
Parent	*Independent (1993–2011)*
	Koei Tecmo (2011–present)
Website	*www.gust.jp*

Gust Co. Ltd. is a video game developer and division of Koei Tecmo Holdings, known for their Atelier and Ar tonelico series.

Gust Co. Ltd. was founded in 1993 in Nagano, Japan, as the first game software house in Nagano Prefecture. The company began by creating dôjinshi games for personal computers. Its first project was Story of King Ares for the NEC personal computer. In 1994 the company became an official developer for the PlayStation console, and its first PlayStation product was the simulation game Falkata. In 1997, Gust released Atelier Marie, the first game in the long-running, popular, and iconic Atelier series. Since then the company has released several successful games for various home and portable video game systems. On 7 December 2011 the financial news source Nikkei reported that Tecmo Koei had bought all shares of the company from the stakeholders for 2.2 billion yen with the intention to make social games of Gust's Atelier console role-playing game franchise.

It was announced on July 28, 2014 that Gust will be absorbed by its parent company Koei Tecmo on October 1, 2014, and will continue to develop existing game series and new intellectual properties as "Gust Nagano Development Group".

In 2015, Gust released a new site called "Gust Social" exclusively for its social games, starting with Nights of Azure, Atelier Sophie and Ciel Nosurge as the first advertised, for the purpose of improving communication with fan feedback. The website allows for fans to make a Gust ID account which allows them to participate in surveys, buy products from the Gust online store, and a variety of other related content. Additionally, the Gust Social serves as an active news site for its new social games.

Hudson Soft

Founded	*May 18, 1973*
Founders	*Yuji Kudo*
	Hiroshi Kudo
Defunct	*March 1, 2012*
Fate	*Merged into Konami Digital Ent.*
Parent	*Konami*
Employees	*421 (2011)*

Hudson Soft Co., Ltd, commonly known by its brand name Hudson, was a Japanese video game company that released numerous games for video game consoles, home computers and mobile phones, mainly from the 1980s to the 2000s. It was headquartered in the Midtown Tower in Tokyo Midtown, Akasaka, Minato, Tokyo, Japan, with an additional office in the Hudson Building in Sapporo.

Hudson Soft was founded in Toyohira-ku, Sapporo, Japan on May 18, 1973 by brothers Yuji and Hiroshi Kudo. The founders grew up admiring trains, and named the business after their favorite, the Hudson locomotives (called the "4-6-4", and especially Japanese C62). Initially, it dealt with personal computer products, but later expanded to the development and publishing of video games, mobile content, video game peripherals and music recording. Primarily a video game publisher, it internally developed many of the video games it published, as well as a few published by other companies. It is known for series such as Bomberman, Adventure Island, Bloody Roar, and Bonk.

Hudson Soft made the TurboGrafx-16 in association with NEC, to compete against Nintendo, Sega, and SNK, while continuing making games on other platforms, as a second-party developer.

Hudson Soft ceased to exist as a company on March 1, 2012, and merged with Konami Digital Entertainment who was the surviving entity. Despite the demise of Hudson Soft, Konami had intended for products and services to continue being developed and offered under the Hudson brand. The Hudson website was even initially retained and maintained by Konami. In practice, however, there was no significant action from Konami with the Hudson brand, save for some re-releases on the Virtual Console.

id Software

Founded	*February 1, 1991*
Parent	*ZeniMax Media*
Headquarters	*Richardson, Texas, U.S.*
Employees	*200 + (2012)*
Divisions	*id Software Frankfurt*
Website	*idsoftware.com*

id Software LLC is an American video game developer headquartered in Dallas, Texas. The company was founded by four members of the computer company Softdisk, programmers John Carmack and John Romero, game designer Tom Hall, and artist Adrian Carmack (no relation to John Carmack). Business manager Jay Wilbur was also involved.

id Software's history starts at Softdisk, an Apple II disk magazine company. At a board meeting at Softdisk in 1990, John Carmack introduced a groundbreaking technique to develop rapid side-scrolling graphics on a PC. Carmack and co-worker Tom Hall worked through the night developing a replica of the first level of Super Mario Bros. 3 using stock images from co-worker John Romero's game, Dangerous Dave. Unknown to Softdisk, the three men designed a full carbon copy of Super Mario Bros. 3 on the PC, hoping to license the game to Nintendo. Despite their work, Nintendo turned them down, saying they had no interest in expanding to the PC market, and that Mario games were to remain exclusive to Nintendo consoles.

id Software made important technological developments in video game technologies for the PC (running MS-DOS and Windows), including work done for the Wolfenstein, Doom, and Quake franchises. id's work was particularly important in 3D computer graphics technology and in game engines that are heavily used throughout the video game industry.

The company was also heavily involved in the creation of the first-person shooter genre. Wolfenstein 3D is often considered as the first true FPS, Doom was a game that popularized the genre and PC gaming in general, and Quake was id's first true 3D first-person shooter.

Iguana Entertainment

Founded	*August 14, 1991*
Founders	*Jeff Spangenberg (CEO & President)*
	Beth Spangenberg (CFO)
	Darrin Stubbington (VP)
	Matt Stubbington (Art Director)
	J. Moon (Development Manager)
Defunct	*September 1, 2004*

Iguana Entertainment (later Acclaim Studios Austin) was an American video game developer from 1991 to 2004 best known for developing the Turok series and the home console versions of NBA Jam.

Iguana Entertainment was first incorporated in California, in 1991, by Jeff Spangenberg. Prior to incorporating Iguana Entertainment, Mr. Spangenberg had run Punk Development. Based in Sunnyvale, Punk Development was the product development arm of RazorSoft, Inc., an Oklahoma-based video game distributor. All of the founders and many early employees worked for Punk Development.

Iguana Entertainment's major clients included Acclaim Entertainment and Sunsoft. In September 1993, Iguana Entertainment moved to Austin, Texas, becoming Austin's second-largest developer of computer games, smaller only than Origin Systems.

The original pet iguanas could not be easily moved between states and were given away. Once in Texas, a new tank and iguanas were added to the lobby. Cyrus Lum created an updated company logotype (featuring a portrait of the new iguana named Killer) and animation that appears in many Iguana games with the iguana mascot.

In 1993, the company acquired Optimus Software Ltd of Teesside, England which became Iguana Entertainment UK. Iguana UK proved a valuable resource, both for "porting" arcade games including NBA Jam to home video game consoles and for recruiting and preparing employees for transfer to the US office.

In 1995, owners Jeff and Beth Spangenberg sold Iguana Entertainment to Acclaim Entertainment. When Acclaim Entertainment went bankrupt in 2004, most employees of Acclaim Studios Austin found out when they showed up for work but the building's manager had locked them out of their offices.

Jaleco

Type	*Corporation*
Founded	*October 3, 1974*
	July 3, 2006
Defunct	*May 21, 2014*
Fate	*Dissolved*
Headquarters	*Shinagawa-ku, Tokyo 141-0031*

Jaleco was founded on October 3, 1974 as the Japan Leisure Co., Ltd., a manufacturer of amusement equipment; its headquarters was in Setagaya-ku, Tokyo, Japan. In 1982, the company started developing and manufacturing arcade video games. That year, the company shortened its brand name to Jaleco and formally changed its name to Jaleco Ltd. in 1983.

Jaleco was a video game company whose focus lay in arcade titles, as well as titles for the NES and other popular computer and video game consoles of the 1980s and 1990s, most notably the Bases Loaded series and Carrier.

In 2006, it decided to become a pure holding company by renaming itself Jaleco Holding and splitting its video game operations into a newly created subsidiary that took its former name of Jaleco Ltd.

By 2000, Jaleco, still active in the development of arcade and console video games, hadn't produced any hit title in years and was in a struggling state. Its American division Jaleco USA had already left the arcade industry in 1993. In 2000, Jaleco was acquired by Hong Kong company PCCW. Jaleco, renamed PCCW Japan, gave the PCCW Group a foothold in Japan. PCCW heavily restructured the company, shutting down Jaleco's arcade division and other non-profitable departments to focus on video games for consoles of the sixth generation era. PCCW Japan itself acquired on April 2001 the VR-1 Group which included VR-1 Entertainment, a U.S. developer of massively multiplayer online role playing games, to bring a more global focus to its current and future software endeavors. In 2009, Jaleco Holding sold Jaleco Ltd to Game Yarou. On May 21, 2014, Game Yarou was declared bankrupt by the Tokyo District Court. Since then, Jaleco has disappeared and its website is no longer active.

JVC

Founded	*September 13, 1927*
Headquarters	*Yokohama, Japan*
Key people	*Shoichiro Eguchi (President)*
Employees	*19,044 (2008)*
Parent	*JVC Kenwood Corp.*
Subsidiaries	*Victor Entertainment*
	JCVision

Victor Company of Japan, Ltd, usually referred to as JVC or The Japan Victor Company, is a Japanese international professional and consumer electronics corporation based in Yokohama. Founded in 1927, the company is best known for introducing Japan's first televisions and for developing the VHS video recorder.

JVC began its live in 1927 as The Victor Talking Machine Company of Japan, Ltd, a Japanese subsidiary of the US-based Victor Talking Machine Company. In 1929 the conglomerate merged with RCA, becoming RCA Victor, but the JVC branch kept its original branding. JVC severed its ties with RCA Victor during World War II, becoming its own stand-alone company (though the Victor name and "Nipper" the dog trademark was shared between the two, and both companies continue to work closely to this day).

JVC has spent most of its existence producing electronics, notably the first Japanese televisions in 1939, as well as stereos, multimedia equipment, and the VHS home video standard in 1976. In the 1980s it began a venture into the home computer market, producing the HC-95 MSX computer.

In 1972 it established one of their subsidiaries as Victor Musical Industries (later Victor Entertainment and then Victor Interactive Software) to originally cater for the audio market (before going on to publish video games). This is one of several forays JVC have made into the video gaming world, alongside Electronic Arts Victor (a partnership with Electronic Arts) and BMG Victor (a partnership with BMG Interactive Entertainment).

JVC has itself published video games, and has created hardware including the Wondermega and V-Saturn.

"segaretro.org"

Koei

Founded	*July 25, 1978*
Founder	*Yōichi Erikawa*
	Keiko Erikawa
Fate	*Merged with Tecmo*
Successor	*Koei Tecmo Games*
Headquarters	*Yokohama, Japan*
Parent	*Koei Tecmo*

Koei Co., Ltd. was a Japanese video game publisher, developer, and distributor founded in 1978. The company is known for its historical simulation games based on the novel Romance of the Three Kingdoms, as well as simulation games based on pseudo-historical events.

Koei was established in July 1978 by Yōichi Erikawa (also known as Kou Shibusawa) and Keiko Erikawa. Yoichi was a student at Keio University, and when his family's rural dyestuffs business failed he decided to pursue his interest in programming. The company to this day is located in the Hiyoshi area of Yokohama along with Erikawa's alma mater.

The company initially focused on personal computer sales and made-to-order business software. In 1983 it released Nobunaga's Ambition, a historical strategy game set during the Sengoku period of Japanese history. The game went on to receive numerous awards, and Koei produced several more such games set against the backdrop of world history, including Romance of the Three Kingdoms, set during the Three Kingdoms period of Chinese history, and Uncharted Waters, set in Portugal during the Age of Exploration.

The company has also found mainstream success in a series of loosely historical action games, the flagship titles of which are the Dynasty Warriors and Samurai Warriors series, also known as the Musō series. Koei also owns a division known as Ruby Party, which focuses on otome games.

On April 1, 2009, Koei merged with Tecmo to form the Tecmo Koei Holdings holding company. Koei changed its name to Tecmo Koei Games on April 1, 2010 by absorbing Tecmo, and again on July 1, 2014 to Koei Tecmo Games. As of 2017, Koei Tecmo Games continues to use the Koei brand.

Konami

Type	*Kabushiki gaisha*
Founded	*March 21, 1969*
Founders	*Kagemasa Kōzuki*
Headquarters	*Tokyo Midtown, Minato, Tokyo, Japan*
Owner	*Kozuki family (29%)*
Employees	*5,048 (2017)*
Subsidiaries	*4K Media Inc.*

Konami Holdings Corporation, commonly referred to as Konami, is a Japanese entertainment company. It operates as a product distributor (which produces and distributes trading cards, anime, tokusatsu, slot machines and arcade cabinets), video game developer and publisher company. It also operates health and physical fitness clubs across Japan.

Konami is famous for popular video game series such as Suikoden, Castlevania, Contra, Dance Dance Revolution, Metal Gear, Pro Evolution Soccer, Silent Hill and Yu-Gi-Oh!. Konami is the twentieth-largest game company in the world by revenue.

The company's founder and current chairman, Kagemasa Kozuki, previously ran a jukebox rental and repair business in Toyonaka, Osaka before transforming the business into a manufacturer of amusement machines for video arcades. Their first coin-operated video game was released in 1978, and they began exporting products to the United States the following year. Konami began to achieve success with hit arcade games such as 1981's Frogger, Scramble, and Super Cobra, many of which were licensed to other companies for stateside release, including Stern Electronics and Gremlin Industries.

The name "Konami" (/koʊˈnɑːmi/; Japanese pronunciation: [ko̞ˈnami]) is a conjunction of the names Kagemasa Kozuki, Yoshinobu Nakama, and Tatsuo Miyasako.

On March 3, 2015, Konami announced they would be shifting focus away from individual studios, notably Kojima Productions. Internal sources claimed the restructure was due to a clash between Hideo Kojima and Konami. Kojima left Konami several days afterwards, re-opening Kojima Productions as an independent company.

Krome Studios

Founded	*1999*
Headquarters	*Fortitude Valley, Queensland*
Key people	*Robert Walsh (Chief Executive Officer)*
	Steve Stamatiadis (Creative Director)
	Lindsay Parmenter (Head of Development)
Website	*www.kromestudios.com*

The company that would eventually become Krome Studios started life as several Australian splinter companies, founded years apart.

Melbourne House was founded in the UK in 1978 as Melbourne House - for the purpose of publishing books - by Australian ex-pats Alfred Milgrom and Naomi Besen. Seeing the success of the burgeoning video game industry in the US and Japan, they retooled that business plan in 1980 to involve localization and importation of US games for the UK market. Fortuitously, soon after the announcement of this change, the Sinclair ZX80 was released. Milgrom jumped on this opportunity by writing a book for the home computer market and distributing it through his own company. The book was a success, and it convinced the two founders that they could make money by focusing entirely on the video game market.

The founders returned to Melbourne and founded Beam Software in late 1980 to localize and import US games to a largely-untapped Australian market. 1981 was largely spent publishing software for the VIC-20 and Sinclair ZX81, but in 1982 Beam released its first in-house production The Hobbit for the newly-released ZX Spectrum. The Spectrum would go on to become one of the most popular video game platforms in UK/Australian history, and The Hobbit would eventually go on to become one of the best-sellers for the Spectrum. This early success cemented the company's market position, and allowed the company to hire more programmers for in-house games.

Today, Krome Studios is best known for their Ty the Tasmanian Tiger games and for their reboot of the Spyro the Dragon franchise. Krome has continued localizing and releasing games locally, while developing one or two in-house titles per year.

Lobotomy Software

Industry	*Computer and video games*
	Interactive entertainment
Founded	*January 13, 1993*
Defunct	*April 27, 1998*
Headquarters	*Redmond, Washington, U.S.*

Lobotomy Software, Inc. was an American video game company responsible for the Sega Saturn ports of Quake and Duke Nukem 3D, and the original game PowerSlave.

Lobotomy Software was founded in 1993, when a group of friends working at Nintendo of America left to form their own company, becoming the Creative department of Lobotomy, with the engineering talent coming from Manley & Associates (Manley & Associates was later acquired by Electronic Arts in 1996, renamed Electronic Arts Seattle, and subsequently shut down in 2002). They originally worked out of co-founder Paul Lange's apartment, but soon set up an office in Redmond, Washington. The team began working on various game demos, one of which later became the first-person shooter PC game, PowerSlave.

PowerSlave received enough success to help Lobotomy Software secure a contract to port the game over to the Sega Saturn and Sony PlayStation. Lobotomy Software originally wanted to port PowerSlave from the PC to the Saturn and PlayStation with no changes. However, the weaker hardware of the consoles made this impossible. Instead, Lobotomy Software created their own fully 3D game engine known as SlaveDriver and decided to recreate PowerSlave with new level designs for the Saturn and PlayStation; the console versions of PowerSlave were a success.

In 1998, Lobotomy Software was acquired by the now defunct Crave Entertainment and renamed Lobotomy Studios. The team worked on a Caesar's Palace gambling game for the Nintendo 64, but after a year of development, the game was postponed and eventually cancelled. At that point, Lobotomy Studios was closed and employees were let go or given the option to be relocated to another position.

LucasArts

Founded	*May 1, 1982*
Founder	*George Lucas*
Headquarters	*California, United States*
Employees	*<10*
Parent	*Lucasfilm (The Walt Disney Company)*

LucasArts Entertainment Company, LLC is an American video game publisher and licensor. Until 2013, it was also a video game developer. LucasArts is best known for its graphic adventure games, as well as games based on the Star Wars and Indiana Jones franchises.

It was founded in May 1982 by George Lucas as Lucasfilm Games, the video game development group of his film company, Lucasfilm. Lucas initially served as the company's chairman. During a 1990 reorganization of Lucas companies, the Lucasfilm Games division was renamed LucasArts.

The Lucasfilm Games Group originally cooperated with Atari, which helped fund the video game group's founding, to produce video games. The first results of this collaboration were unique action games like Ballblazer in 1984, and Rescue on Fractalus!. Their first games were only developed by Lucasfilm, and a publisher would distribute the games. Maniac Mansion was the first game to be published and developed by Lucasfilm Games.

LucasArts was acquired by The Walt Disney Company through the acquisition of its parent company Lucasfilm in 2012. On April 3, 2013, Disney halted all internal development at LucasArts and laid off most of its staff. However, LucasArts remained open so that it could retain its function as a licensor.

Development of games based on the Star Wars license would be carried out by Electronic Arts, through an exclusive license, for the core gaming market. Disney Interactive Studios retained the ability to develop, and LucasArts retained the ability to license the franchise for the casual gaming market. Development of video games based upon other Lucasfilm properties would now be assumed by Disney Interactive Studios or licensed to third parties.

Maxis

Founded	*1987*
Founders	*Will Wright*
	Jeff Braun
Headquarters	*Redwood Shores, California, U.S.*
Parent	*Electronic Arts (1997–)*
Website	*www.maxis.com*

EA Maxis is a subsidiary of Electronic Arts. The company was founded in 1987 as Maxis Software, an American independent video game development company, and later became known as Maxis.

Maxis's name was derived from a formula suggested by Jeff Braun's father: video game companies should have two-syllable names and should include an 'x'.

Maxis was founded in 1987 by Will Wright and Jeff Braun to help publish SimCity on home computers. The title went on to become one of the most popular and successful video games of all time. The SimCity series has spawned multiple sequels and spin-offs. Following the broad success of SimCity 2000, Maxis moved from Orinda, California, to Walnut Creek in 1994.

After the success of SimCity, Maxis experimented with different genres. However, their new games, including The Crystal Skull and SimCopter, were commercial failures.

In 1997 Maxis agreed to be acquired by Electronic Arts by means of a stock swap which valued Maxis at $125 million. The transaction completed on July 28, 1997.

Over 1998 Maxis was allowed to finish SimCity 3000 on its own time; following this, Wright's efforts were thrown into The Sims, at the time seen as a major gamble for the company, as the dollhouse game was not seen as a match for the video game market's demographics. The Sims was released in February 2000; its success buoyed Wright's reputation and saved Maxis as a separate working unit.

Maxis' Emeryville studio was closed in March 2015, moving development of Maxis titles to other EA studio locations. Employees of the Emeryville studio were "given opportunities to explore" other positions within Maxis and other EA studios.

Mitchell Corporation

Founded	*February 1, 1960*
Defunct	*November 20, 2012*
Fate	*All research and development ceased; technically company is still active*
Headquarters	*Suginami, Tokyo, Japan*
Key people	*Roy Ozaki (CEO)* *Koichi Niida (Director)*

Mitchell Corporation was a Japanese video game developer based in the Suginami ward of Tokyo. Roy Ozaki served as president, and Koichi Niida served as vice-president. Some employees were former Capcom and TAD Corporation employees. The company was originally established on February 1, 1960, as an import/export business by the father of Roy Ozaki. Ozaki and Niida took over the company and began acting as exclusive overseas agents for such video game companies as Visco, Video System, Seta, Metro, Home Data, and other small video game manufacturers in the 1980s. Company activity was suspended on 20 November 2012.

Mitchell Corporation develops titles for home consoles, handhelds, Japanese mobile phones, the arcade and interactive kiosks located in restaurants and other places. Mitchell also distributes printed circuit boards for the arcade/coin-op market. The company also develops video games for other publishers. Since 2004 they have developed games only for Nintendo hardware.

Mitchell Corporation is best known as the game developer of Puzz Loop. Copyright and trademark registration of Puzz Loop was established in December 1999, the same year it was released to the international coin-op arcade market. Prior to this, it developed the Pang! series of games, known in America as Buster Bros. and distributed there by Capcom. Puzz Loop was first released in North America, as well as Europe, under the title Ballistic for the original PlayStation console and Game Boy Color handheld. Infogrames published the PlayStation and Game Boy Color versions in North America in late 1999, while THQ published these same versions for European territories. Tokyo Crash Mobs is the latest instalment of the Puzz Loop series.

Capcom published both versions for the Japanese

Natsume

Founded	*October 20, 1987 (Natsume-Atari)* *May 1988 (Natsume Inc)*
Headquarters	*Shinjuku, Tokyo, Japan* *California, United States*
Employees	*150 (Natsume-Atari)*
Website	*www.natsume-game.com (N.Atari)* *www.natsume.com (Natsume Inc)*

Natsume is the name of two video games publishers, Natsume-Atari and Natsume Inc, that were once the same company but are now completely separated.

Natsume Co Ltd was founded in Japan on October 20, 1987. It established in 1988 an American division called Natsume Inc. In 1995, Natsume Inc split from Natsume Co Ltd to become an independent company. The name "Natsume" was retained by both companies in their respective countries. In 2013, Natsume Co Ltd renamed itself Natsume-Atari following a merger with its subsidiary Atari that year. Also in 2013, Natsume Inc (the American company) inaugurated a Japanese division called Natsume Inc Japan with no connection to its former parent company.

Natsume-Atari is based in Shinjuku, Tokyo, Japan and is known for developing licensed titles and mobile games. Natsume Inc is located in Burlingame, California and is best known for publishing unique, family-oriented niche games, such as Harvest Moon and Reel Fishing.

During the NES and SNES era, NatsumeAtari developed numerous titles, often licensed, such as Power Rangers. Natsume Inc published a wide range of titles, including those developed by Natsume-Atari, such as S.C.A.T., Wild Guns and Shadow of the Ninja.

From the end of the Super NES era up until late 2014, Natsume Inc was known for publishing a series of Story of Seasons games in North America.

Natsume has also operated an eBay shop, selling copies of older games sealed in their original packaging, collected from storage at its offices. At auction, the company sold a sealed copy of Pocky & Rocky for over $1,600.

NEC

Founded	*July 17, 1899*
Founders	*Kunihiko Iwadare*
	Takeshiro Maeda
Headquarters	*Tokyo, Japan*
Key people	*Nobuhiro Endo (Chairman)*
	Takashi Niino (President)
Website	*www.nec.com*

NEC Corporation is a Japanese multinational provider of IT services and products, headquartered in Minato, Tokyo, Japan. It provides IT and network solutions to business enterprises, communications services providers and to government agencies, and has also been the biggest PC vendor in Japan since the 1980s. The company was known as the Nippon Electric Company, Limited, before rebranding in 1983 as just NEC. Its NEC Semiconductors business unit was one of the worldwide top 20 semiconductor sales leaders before merging with Renesas Electronics. NEC is a member of the Sumitomo Group.

The company started with the production, sales and maintenance of telephones and switches. NEC modernized the production facilities with the construction of the Mita Plant in 1901 at Mita Shikokumachi. It was completed in December 1902.

In 1980, NEC created the first digital signal processor, the NEC μPD7710. NEC Semiconductors Ltd. was established in 1981, producing VLSIs and LSIs. NEC introduced the 8-bit PC-8800 series personal computer in 1981, followed by the 16-bit PC-9800 series in 1982. This made the company the dominant leader of the Japanese PC industry, holding 80% market share at the time.

NEC is responsible for a number of parts used in Sega consoles (and the PC Engine/TurboGrafx-16). They have also published video games for Sega consoles.

NEC's in-house video game development team before the mid-1990s was called NEC Avenue; this was eventually consolidated with other software developers to form NEC Interchannel. Their NEC Home Electronics division was also responsible for developing and publishing video games during the NEC Interchannel years.

Neversoft

Founded	*July 1994*
Founder	*Joel Jewett*
	Mick West
	Chris Ward
Defunct	*July 10, 2014*
Fate	*Merged with and into Infinity Ward*
Parent	*Activision*

Neversoft Entertainment was an American video game developer. Neversoft is best recognized for their line of Tony Hawk's Pro Skater and Guitar Hero video game franchises. The company was acquired by Activision in October 1999. The studio was merged with Infinity Ward on May 3, 2014 and was officially made defunct on July 10, 2014.

Neversoft was founded in July 1994 by three employees of Malibu Interactive (previously Acme Interactive), a division of Malibu Comics based in Westlake Village, California. Joel Jewett was at the time head of development at the rapidly shrinking Malibu Interactive. He teamed up with Mick West, a game programmer, and Chris Ward, an artist.

In July 1994, Neversoft was formed. They initially found work for Playmates Interactive Entertainment, who were about to release a line of toys called Skeleton Warriors and wanted a video game to go along with the toys and the cartoon series. Neversoft began work on the game design and moved into offices in Woodland Hills, California. Neversoft worked on the Genesis version for five months, over that time they hired another artist and a level designer. In December 1994, Playmates cancelled the game. They were not unhappy with the progress, but had decided that they needed to get on the 32-bit bandwagon and develop the game for the Sega Saturn. 1995 was spent developing Skeleton Warriors for the Sega Saturn.

In May 2014 it was reported that Neversoft had been merged with Call of Duty creators Infinity Ward to create what was internally referred to as a "super-studio". Neversoft was officially made defunct on July 10, 2014, 20 years to the day of its founding, with the remaining employees attending a burning of a sculpture of the skewered eyeball from their logo that has been part of their offices before.

Psygnosis

Founded	*3 July 1985*
Founder	*Ian Hetherington*
	David Lawson
	Jonathan Ellis
Defunct	*22 August 2012*
Fate	*Merged*
Successor	*XDev*

Psygnosis Limited was a video game developer and publisher headquartered in England. Founded by Jonathan Ellis, Ian Hetherington and David Lawson, the Liverpool-based Psygnosis was indirectly born from the ashes of the defunct 8-bit game company Imagine Software, where Lawson was one of the founders and Hetherington was Financial Director. After the collapse of Imagine in 1984, the name and trademarks were bought by Ocean Software, while the rights of the software remained with original copyright owners. After Imagine, Lawson and Hetherington set up a new company called Finchspeed which used Bandersnatch (one of Imagine's much-hyped but never completed "Megagames") as the basis of what became Brataccas, the first game published by Psygnosis.

In 2000, the publishing branch of the company was merged into Sony Computer Entertainment Europe as a whole, and the Psygnosis brand was dropped in favour of SCE Studio Liverpool, which marked the full integration of the studio within Sony Computer Entertainment.

Studio Liverpool was the oldest and second largest development house within Sony Computer Entertainment Europe's stable of developers, and is best known for the Wipeout series. The studio is also known for the Formula One series of licensed racing games, and the Colony Wars series released on the original PlayStation. As Psygnosis, they were the original publishers of the Lemmings series.

Reports of Studio Liverpool's closure surfaced on 22 August 2012, with Edge quoting staff tweets. Staff were told the news by the vice president of Sony Worldwide Studios Europe, Michael Denny. In a press release Sony stated that after an assessment of all European studios, it had decided to close Studio Liverpool.

Radical Entertainment

Founded	*1991*
Founders	*Rory Armes*
	Dave Davis
	Ian Wilkinson
Headquarters	*Vancouver, Canada*
Parent	*Sierra Entertainment (2005–08)*
	Activision (2008–)

Radical Entertainment Inc. is a Canadian video game developer based in Vancouver, British Columbia and a subsidiary of Activision. The studio is best known for developing three games in the Crash Bandicoot franchise, and the Prototype series of games.

Radical Entertainment was founded in 1991 by Rory Armes, Dave Davis, and Ian Wilkinson, of which Davis and Armes had previously worked at Vancouver-based Distinctive Software. The studio primarily developed NES ports and adaptations of other video games, peaking at eight projects in 1994. Between 1997 and 1998, several employees left the studio to form Barking Dog Studios.

In 2003, Radical Entertainment opened a development division, 369 Interactive, which was set to develop multiple titles based on the CSI franchise, in partnership with Ubi Soft.

Although Radical Entertainment developed few titles for Vivendi Universal Entertainment, the titles gained massive success and warranted the company's interest in the developers. In 2005, Vivendi acquired Radical Entertainment, however, as described by a former developer at Radical, the mood did not change much and Radical still operated as an independent game developing company.

On 28 June 2012, Activision announced that Radical Entertainment had seen a *"significant reduction in staff"*, and that the studio *"will cease development of its own games going forward"*, prompting media speculation that the developer had closed. The publisher cited Prototype 2's failure to *"find a broad commercial audience"* as the reason behind Radical's closure. According to Activision, some employees will remain working for Radical Entertainment supporting other existing Activision Publishing projects, thus, while keeping the studio active, leaves them as a support team.

Sculptured Software

Founded	*1984*
Defunct	*2002*
Headquarters	*Salt Lake City, Utah*
Key people	*Bryan Brandenburg*
	George Metos
	Peter Adams
Parent	*Acclaim Entertainment (1995–2002)*

Sculptured Software was a game development company based in Salt Lake City, Utah and founded in 1984 by George Metos, Peter Adams, and Bryan Brandenburg. George Metos incorporated the company on July 12, 1985 in the state of Utah with the help of some investors, as Sculptured Software, Inc. The company was an early pioneer in the video gaming industry, porting many games from arcade to home console systems, and developing its own games as well. The development company stayed very busy and successful, with over 50 games to its credit, making it a target for acquisition by larger companies. This happened in October 1995 when Acclaim Inc. bought the company.

Acclaim had also purchased Probe Entertainment as well as Iguana Entertainment several months earlier, and the three companies were collectively known as "Acclaim Studios" in 1998, although no official name changing happened until later. It appears that the Sculptured Studios, Inc. name remained since it was printed on game packaging all the way through 1999. It was referred to as "Iguana West", but it is unsure whether this name was officially used as a development entity.

Restructuring and rearranging things within Acclaim occurred in an attempt to streamline operations, and the Sculptured Software name was discontinued in favor of Acclaim Studios Salt Lake City in 1999. The first game on record developed by Acclaim Studios SLC was ECW Hardcore Revolution (January, 2000), and the last completed game by the studio was Legends of Wrestling II (2002). Acclaim Studios SLC was working on Legends of Wrestling III when the headquarters decided to close the studio in December 2002. Everything was absorbed into Acclaim's Austin studio at that time.

"segaretro.org"

Silicon Knights

Founded	*1992*
Defunct	*2014*
Headquarters	*St. Catharines, Ontario, Canada*
Key people	*Denis Dyack*
	Michael Mays
Employees	*97 (July 2011)*
	5 (October 2012)

Silicon Knights was a Canadian video game developer. Founded in 1992 by Denis Dyack, the company was headquartered in St. Catharines, Ontario. In 2012, following the loss of a court case against Epic Games, Dyack left Silicon Knights to form a new game studio, Precursor Games. The case then led Silicon Knights to bankruptcy on May 16, 2014.

Silicon Knights' first games were real-time strategy/action hybrids for the computers. Silicon Knights' last PC game, Blood Omen: Legacy of Kain was published in 1996. Since that time, Silicon Knights moved from creating PC games to console titles. In 2000, Silicon Knights was signed by Nintendo to create games exclusively for its consoles, during which time it produced Eternal Darkness: Sanity's Requiem. Together with Nintendo, Silicon Knights worked with Konami to create Metal Gear Solid: The Twin Snakes. In 2004, the company ended exclusivity with Nintendo. In 2005, it partnered with publisher Microsoft Game Studios for Too Human, though Nintendo still owned stock in the company.

In 2011, Silicon Knights partnered with Activision Blizzard and released X-Men: Destiny to average to poor reviews. It was later alleged that the studio had used development funds granted to them by Activision intended for X-Men: Destiny to instead work in secret on a tech demo for a potential Eternal Darkness sequel. Further compounding Silicon Knights's troubles, the company lost their suit against Epic in large part due to the fact that the game engine code in Too Human and X-Men: Destiny, supposedly created using a new internal engine, in fact featured large chunks of code taken from the Unreal Engine. As part of Epic's legal victory, the court ordered all unsold copies of both Too Human and X-Men: Destiny destroyed.

SNK

Type	*Kabushiki gaisha* *Subsidiary*
Founded	*1978 (Shin Nihon Kikaku Corp.)* *(defunct on October 22, 2001)* *2001 (as Playmore Corporation)*
Headquarters	*Suita, Osaka, Japan*
Owner	*Orient Securities Co., Ltd.*

SNK Corporation is a Japanese video game hardware and software company, successor to the Shin Nihon Kikaku and current owner of the SNK video game brand and Neo Geo video game platform. The Shin Nihon Kikaku Corporation was founded in 1978 by Eikichi Kawasaki. Initially called Shin Nihon Kikaku (New Japan Project), the name was informally shortened to SNK Corporation in 1981 before becoming the company's official name in 1986.

SNK is most notable as creator of the Neo Geo family of arcade, home, and handheld game consoles, beginning in 1990. The Neo Geo line was halted in 2001, when financial troubles forced SNK Corporation to close on October 22, 2001. Anticipating the end of the company, Kawasaki founded Playmore Corporation on August 1, 2001. By October, Playmore had acquired all of the intellectual property of the former SNK Corporation. In 2003, Playmore Corporation was renamed to SNK Playmore Corporation, to more firmly establish itself as the successor to the SNK brand and legacy.

Traditionally, SNK operated primarily as a video game developer, publisher, and hardware manufacturer, focusing on arcade games but also working on console and PC games. In 2004, the company started manufacturing pachislot machines, which the company leaned heavily into before withdrawing from the market in 2015. In 2009, the company also entered an active wave of mobile game development. Classic SNK franchises like Metal Slug, Samurai Shodown and The King of Fighters feature heavily in its recent offerings.

In 2016, SNK dropped the "Playmore" name from its logo and reintroduced its original slogan, "The Future Is Now", as a means to signify "a return to SNK's rich gaming history."

Sunsoft

Type	*Division*
Founded	*1978*
Headquarters	*Kōnan, Aichi, Japan*
Parent	*Sun Corporation*
Website	*sunsoft.jp/en*

Sunsoft, stylized as SUNSOFT, is a Japanese video game developer and publisher. Sunsoft in itself is not a company, but instead the brand name of Japanese electronic manufacturer Sun Corporation for its video games operations. Its U.S. subsidiary operated under the name Sun Corporation of America, though, as in Japan, games published there showed a logo that read only Sunsoft.

In April 1971, Sun Electronics Corporation (alternatively called Sun Denshi) was founded in Kōnan, Aichi as a manufacturer and vendor of electronics equipment.

Sun Corporation's history in video games began in October 1978 in arcades with two titles: Block Challenger and Block Perfect. Sun Corporation had several arcade hits in the early 1980s such as Arabian, Ikki and Kangaroo. At the time, its arcade video games were released under its own corporate name of Sun Electronics Corporation.

The brand Sunsoft first appeared in the latter of the 1980s when Sun Corporation began developing original games and technology for the home video game console market, with emphasis mostly on the Famicom. Sunsoft had gone international at that time, and it had the publishing might to secure major licenses of the day (such as Batman and The Addams Family). In the 1990s, Sun Corporation of America joined forces with Acclaim Entertainment to handle ad sales rights to Sunsoft's video games for game consoles.

Finally, in 1995, Sun Corporation of America heavily restructured in the face of bankruptcy, and all the company's pending projects were either sold to other companies or cancelled. On September 14, 2006, Nintendo announced that Sunsoft was a partner on the Wii's Virtual Console.

Former Sunsoft producer and director René Boutin

SystemSoft Alpha

Industry	*Computer and video games*
Headquarters	*Japan*
Website	*www.ss-alpha.co.jp*

SystemSoft Alpha Corporation is a Japanese software development company.

Formerly just "SystemSoft", they have a long series of mainly military strategic simulation games (generally hex-based) popular in the Japan market. Notable among these are the many Daisenryaku and Master of Monsters series games that have been ported to multiple platforms from PCs to consoles.

SystemSoft "Alpha" initially was to develop for all console based games such as Daisenryaku while the parent SystemSoft focused on Windows and Macintosh editions. Now the "SystemSoft" website focuses on more general software solutions outside of games, while SystemSoft Alpha is the game-making arm of the company. The main website for the game division, regardless of platform, is now SystemSoft Alpha, but "Alpha" still is not seen in the logo of the company on game boxes.

Only a handful of the dozens of games in their portfolio have ever been translated to make it to English-speaking markets, including two Master of Monsters games for the Sega Genesis and PlayStation ("Disciples of Gaia"). Part of the reason for this is that the main platform for their games for almost a decade was the NEC PC-9801.

SystemSoft has produced many wargames that are from the perspective of the Japanese Military, circa World War II. These games fill a niche in the hex wargaming market that Japanese Military enthusiasts cannot expect from Western game developers who often portray the Japanese as the "enemy" in games, if at all. Similarly, if less controversial, is the guaranteed inclusion of the Japanese Self Defense Forces in modern wargames like the Daisenryaku series.

Taito

Type	*Kabushiki gaisha* *Subsidiary*
Founded	*August 24, 1953*
Founder	*Michael Kogan*
Headquarters	*Shinjuku, Tokyo, Japan*
Employees	*609 (2017)*
Parent	*Square Enix Holdings*

Taito Corporation is a Japanese video game developer and publisher of arcade hardware and mobile phones, and an operator of video arcades. It is also a former publisher of home video games. Taito is known for producing hit arcade games, such as Space Invaders, Bubble Bobble, and Arkanoid. It has produced arcade games all around the world, while also importing and distributing American coin-op video games in Japan. Taito owns several arcades in Japan known as Taito Stations or Game Taito Stations.

The company was founded in 1953 by a Russian Jewish businessman named Michael Kogan as Taito Trading Company. Taito started out importing and distributing vending machines. It was also the first company to distill and sell vodka in Japan. Later, it began leasing jukeboxes and eventually started to manufacture its own. Taito began producing electro-mechanical arcade games in the 1960s.

On August 22, 2005, it was announced that the gaming conglomerate Square Enix would purchase 247,900 Taito shares worth ¥45.16 billion ($409.1 million), to make Taito Corporation a subsidiary of Square Enix. The purpose of the takeover by Square Enix was to both increase Taito's profit margin exponentially as well as begin its company's expansion into new forms of gaming (most notably, the arcade scene), and various other entertainment venues. The takeover bid from Square Enix was accepted by previous stockholder Kyocera, making Taito an official Square Enix subsidiary. By March, 2006 Taito became a subsidiary wholly owned by Square Enix and was delisted from the First Section of the Tokyo Stock Exchange. Despite being a subsidiary to Square Enix Holdings, the parent company has kept the branding of Taito distinct from Square Enix.

Takara

Founded	*1955*
Defunct	*March 1, 2006*
Fate	*Merged to Tomy*
Successor	*Takara Tomy*
Headquarters	*Japan*
Website	*www.takaratoys.co.jp*

Takara Co., Ltd. was a Japanese toy company founded in 1955. In March 2006, the company merged with Tomy company limited to form Takara Tomy. The Takara motto was "playing is culture".

In 1975, Takara produced the Diaclone and Microman Micro Change toys. In 1984, the toy line was rebranded by Hasbro as "Transformers". Takara continued to sell Microman and used it as the basis for the Micronauts toy line. Micronauts were sold internationally by the Mego Corporation. Takara also invented Battle Beasts, the E-kara karaoke microphone, B-Daman and Beyblade. These toys were sold or distributed internationally by Hasbro. In 1978, Takara developed the Choro-Q, mini pullback cars. Internationally, they have been sold as "Penny Racers".

Takara developed and published video games. Despite publishing video games from as early as 1983, Takara made their name in the video game industry in the early 1990s, porting SNK's Neo Geo titles to the likes of the Sega Mega Drive and Super NES. It moved onto publishing Tamsoft's 3D fighting game series Battle Arena Toshinden and numerous other Japanese-only titles. It purchased a controlling stake in Atlus in 2003, and many of Takara's licenses were published under that name.

March 1, 2006 saw the company merge with Tomy to create Takara Tomy. The company still outputs video games, but is more focused on the toy manufacturing business, selling many of Hasbro's products in Japan and producing its own Microman, Transformers, Battle Beasts, Beyblade and B-Daman toys, just to name a few.

Tantalus Media

Type	*Proprietary limited company*
Founded	*1994*
Founder	*Andrew Bailey*
	Trevor Nuriden
	Arthur Kakouris
Headquarters	*Melbourne, Australia*
Employees	*20 to 30 contractors*

Tantalus Media (formerly Tantalus Interactive) is a video game developer based in Melbourne, Australia, founded in 1994 by former Beam Software programmers Trevor Nuridin, Tim Bennett and Andrew Bailey.

Their first original title was South Park Rally, completed for four platforms in seven months. Their first handheld game was ATV Quad Power Racing for the Game Boy Advance, and they released Space Race, their first PS2 game, that same year. They used two cross-platform engines: CRIS for handhelds, with skinned mesh rendering, and the Mercury Engine for new generation consoles in its early years. In the mid 1990's Tantalus was partly owned by UK developer Perfect Entertainment, which secured contracts with Psygnosis for ports of their popular PlayStation games to the Sega Saturn. During this time, Tantalus was known as Tantalus Entertainment, but reverted to Tantalus Interactive after they became independent when separating from Perfect in 1998.

The developer's best performing title was the 2007 girl's horse riding simulator Pony Friends for the Nintendo DS, which sold more than 1 million copies, making it the largest-selling single-format game developed in Australia.

The company changed its name to Tantalus Media in 2007 following investment from private equity company Netus.

Tantalus briefly re-branded to Straight Right, relocated its entire studio and underwent a number of changes which despite keeping the business branding of 'Tantalus' to this day, heralded a radical change for the developer. During this time Tantalus Media dabbled in some touch-gaming development and largely returned to its former self- a studio dedicated to porting on Nintendo platforms.

Team Ninja

Type	*Division*
Founded	*January 1, 1995*
Founder	*Tomonobu Itagaki*
Headquarters	*Shinjuku, Tokyo, Japan*
Parent	*Tecmo (1995–2009)*
	Koei Tecmo (2009–)

Team Ninja is a Japanese video game developer and a division of Koei Tecmo, founded in 1995. It is best known for the Ninja Gaiden action-adventure game series and the Dead or Alive fighting game series.

Team Ninja was formed by Itagaki from game designers working at Tecmo, specifically for the purpose of creating the home versions of the fighting game Dead or Alive and its sequel, Dead or Alive 2. In 2008, the action-adventure game Ninja Gaiden II for the Xbox 360 was published by Microsoft Game Studios, making it the first game created by Team Ninja to not be published by Tecmo; Tecmo Koei later released an enhanced version of Ninja Gaiden II on the PlayStation 3 as Ninja Gaiden Sigma 2.

On June 3, 2008, Dead or Alive creator Tomonobu Itagaki announced that he would be leaving Tecmo and Team Ninja on July 1, 2008, citing difficulties with the company. In the same statement announcing his resignation, he also announced that he was filing a lawsuit against Tecmo over unpaid bonuses for his work on Dead or Alive 4 for the Xbox 360. It was later reported that he was fired from Tecmo on June 18, 2008 in retaliation for his lawsuit. Many of his colleagues at Team Ninja quit as well to join him at his new game development team, Valhalla Game Studios. Some ex-Team Ninja members also helped with Ubisoft's Teenage Mutant Ninja Turtles: Smash-Up.

In 2013, following a reconstructing of Koei Tecmo, Team Ninja was split into two distinct development teams. They are dubbed Ichigaya Development Group 1 (led by Ninja Gaiden Sigma director Yosuke Hayashi) and Ichigaya Development Group 2 (by Fatal Frame producer Keisuke Kikuchi).

Technosoft

Former type	*Kabushiki gaisha*
Founded	*February 1980*
Defunct	*2001*
Fate	*Assets incorporated into Twenty-one Company, properties acquired by Sega.*
Headquarters	*Sasebo, Nagasaki, Japan*
Website	*www.tecnosoft.com*

Technosoft (also known as Tecno Soft and Techno Soft) was a Japanese video game developer that was active from 1980 to 2001. Technosoft as a corporation ceases to exist as its current incarnation is the internal research and development division of Twenty-One Company, the parent company that acquired Technosoft in 2001. Technosoft is currently referred to as Twenty-One Technosoft division.

The company's most commercially successful franchise was the Thunder Force series. It was a series of free-roaming scrolling shooter video games. The series began with the original Thunder Force in 1983. The games are known by fans of the genre for their hardcore appeal, pleasing graphics, and generally well composed synthesizer-based chiptune music soundtracks.

Other notable releases include Elemental Master (1990) and the conversion of TurboGrafx-16 game Devil's Crush (dubbed Dragon's Fury and released in North America by Tengen). In 2001, the company was purchased by pachinko maker Twenty-One Company and was merged into its R&D division.

In 2006, the URL Tecnosoft.com was registered and updated. However, as of January 2008, no updates other than "We will restart soon! Please wait for a while." and "THUNDERFORCE is a registered trademark." have been added to the website. However, with the announcement of Thunder Force VI, the copyright for the game has been apparently turned over to one of the series' creators and may no longer apply.

Some staff members left Technosoft to start the game development companies Arsys Software in 1985 (founded by Katsunori Yoshimura, creator of Thunder Force and Plazma Line) and CAProduction in 1993.

Tose

Type	*Public K.K.*
Industry	*Interactive entertainment*
Founded	*November 1979*
Headquarters	*Kyoto, Japan*
Employees	*1,000 (2015)*

Tose is a Japanese developer that was founded in 1979 as a spin-off from Toa Seiko, a Japanese electronics and technology development firm. Specializing predominantly in outsourced work from other development companies in both Japan and overseas, although it is only officially credited on a handful of games, most notably all of the Game & Watch Gallery games, as well as the Starfy franchise, which is its own creation, Tose is believed to have been involved in the development of 1100-plus games for numerous platforms in various capacities over the years ranging from graphics support to full development. However, since it routinely declines to be credited in most of the games to which they contribute work, it has come to be known as a "ninja developer," with portions of its exact resume largely being made apparent either by clients that make its hiring known, such as Square-Enix for Enix/Dragon Quest franchise-related ports, or by forensic work done on both the games themselves and external resources related to the company. The ways involved in the latter method include financial reports and ROM hacking, among other means.

The developer's secrecy extends as far as its work force, with even its upper management often preferring anonymity over having their names made known. Sporting over 1000 employees, Tose is one of the world's largest developers that, with one exception in the form of the PSP Network title Susume Tactics, doesn't also do publishing work. In addition to the main office in Japan, it also maintains branch offices in the United States and China.

"giantbomb.com"

Toys for Bob

Type	*Subsidiary*
Founded	*1989*
Founder	*Paul Reiche III*
	Fred Ford
	Terry Falls
Headquarters	*Novato, California, United States*
Parent	*Activision*

Toys for Bob is an American video game developer founded in Novato, California in 1989. The name Toys for Bob was invented by Laurie Lessen-Reiche; it was chosen to stimulate curiosity and allude to Paul and Fred's appreciation of real toys.

The company was founded by Paul Reiche III (CEO and creative director), Fred Ford and Terry Falls. They created Star Control and its sequel Star Control II in the early 1990s. However, they were not involved in the development of Star Control 3. After this, they went on to develop a number of video games for Crystal Dynamics from 1994 to 2000 including The Horde, Pandemonium!, The Unholy War and 102 Dalmatians: Puppies to the Rescue.

After the release of their next game they developed called Disney's Extreme Skate Adventure in 2003, the company was bought by Activision on May 3, 2005, and is now a wholly owned subsidiary. The management team and employees have all signed long-term contracts with Activision, and Toys for Bob remains in place in Novato, California. Under Activision, the developer mainly focused on licensed video games; however, the market for these types of games began to dry up circa 2008 and they were forced to find a new niche.

They took a gamble in 2011 on the game Skylanders: Spyro's Adventure. A first of its kind title that used real world toy figures and put them in the game as playable characters. This game spawned 3 sequels (announced) to date and created a new genre that other developers are emulating.

Treasure

Type	*Kabushiki gaisha*
Founded	*June 19, 1992*
Headquarters	*Tokyo, Japan*
Key people	*Masato Maegawa (CEO)*
Employees	*20-30*
Website	*http://www.treasure-inc.co.jp/*

Treasure Co., Ltd. is a Japanese video game developer, founded by former employees of Konami on June 19, 1992. Treasure is best known for classic-style action games that employ innovative gameplay systems. Their greatest commercial successes have been games like Wario World and Mischief Makers, but they are better known for their critical successes, such as Sin and Punishment, Gunstar Heroes, Bangai-O, and Ikaruga. Their first released game was Gunstar Heroes, although McDonald's Treasure Land Adventure was developed first.

Treasure is a small, privately held company, consisting of around 30-40 members, though this number is somewhat misleading as they also employ independent contractors to assist development and sometimes partner with other companies like Sega, G.rev and Nintendo to increase the size of their teams. They have worked on many titles based on licenses, including Astro Boy, McDonald's, Bleach and Tiny Toon Adventures, as well as partnering with companies like Sega, Enix and Nintendo to produce original properties.

Treasure does not have a rigid hierarchy. There are not designated "directors" from project to project; all directors also work as programmers, artists, or composers, and may work on other projects that they are not directing.

For the first five years of Treasure, the company produced games exclusively for Sega consoles. According to a Treasure representative, their first game (Gunstar Heroes) was developed on the Sega Genesis for hardware performance reasons, and after that they continued developing for Sega consoles since their fan base consisted of owners of those consoles.

Ubisoft

Type	*Public*
Founded	*12 March 1986*
Headquarters	*Rennes, France*
Key people	*Yves Guillemot (Chairman, CEO)* *Serge Hascoët (CCO)*
Employees	*11,779 (2017)*
Website	*ubisoft.com*

Ubisoft Entertainment SA (formerly Ubi Soft Entertainment Software) is a French video game publisher, headquartered in Rennes. It is known for publishing games for several acclaimed video game franchises including Assassin's Creed, Far Cry, Just Dance, Prince of Persia, Rayman, and Tom Clancy's. It is the fourth largest publicly-traded game company in the Americas and Europe after Activision Blizzard, Electronic Arts, and Take-Two Interactive in terms of revenue and market capitalization.

In March 1986, five brothers of the Guillemot family founded Ubi Soft in Carentoir, a small village located in the Morbihan department of the Brittany region in France. Yves Guillemot soon made deals with Electronic Arts, Sierra On-Line, and MicroProse to distribute their games in France. By the end of the decade, Ubi Soft began expanding to other markets, including the United States, the United Kingdom, and Germany. They entered the video game distribution and wholesale markets, and by 1993 they had become the largest distributor of video games in France. In the early 1990s, Ubi Soft initiated its in-house game development program, which led to the 1994 opening of a studio in Montreuil, France. It later became their administrative and commercial head office, even as the company continues to register its headquarters in Rennes.

Ubisoft has expanded heavily through the years. Between 1996 and 2000 the company established development studios in Shanghai (China), Annecy (France), Montreal (Canada), Casablanca (Morocco), Barcelona (Spain) and Milan (Italy), and distribution offices in Spain, Italy, Australia, Belgium, China and Denmark. Ubisoft also acquired Red Storm Entertainment, Blue Byte Software and the games division of The Learning Company.

VISUAL CONCEPTS

Visual Concepts

Type	*Subsidiary*
Founded	*May 1988*
Headquarters	*Novato, California, U.S.*
Key people	*Greg Thomas (President)*
Parent	*Sega (1999–2005)*
	Take-Two Interactive (2005)
	2K Sports (2005–)

Visual Concepts Entertainment is an American video game developer based in Novato, California. Founded in May 1988, the company is best known for sport games in the 2K franchise.

In September 1997, Sega announced their intentions to acquire Visual Concepts, a deal that was closed on May 18, 1999, for an undisclosed sum. Following a June 2004 deal between Sega and TakeTwo Interactive, wherein the two would co-publish and distribute titles in Visual Concepts' ESPN-based game series, rumors started spreading in December 2004, which suggested that Take-Two Interactive was planning to acquire Visual Concepts from Sega. On January 24, 2005, Take-Two Interactive announced to have completed a transaction of $24 million to Sega for the acquisition of Visual Concepts, its subsidiary Kush Games, and the intellectual property to the 2K franchise. The publisher's 2006 Form 10-K filing later showed that a total of $32.2 million had been paid to Sega for the acquisition of Visual Concepts and affiliate properties by January 2006. On January 25, 2005, the day following the acquisition, Take-Two Interactive announced their new publishing label, 2K Games, and its 2K Sports division, the latter of which would henceforth manage Visual Concepts and Kush Games.

A March 2009 research study on Metacritic scores, conducted by GameQuarry, ranked Visual Concepts as the number one "most consistent" video game developer on the review aggregator website, with 50 out of their 72 games at the time having received an aggregated review score of 80/100 or higher. In August 2010, Visual Concepts laid off 30 employees due to *"the need for resource alignment and better efficiency"*.

Westwood Studios

Former type	*Subsidiary*
Founded	*1985*
Founders	*Brett Sperry*
	Louis Castle
Defunct	*January 29, 200*
Fate	*Dissolved*
Headquarters	*Las Vegas, Nevada*

Westwood Studios, Inc. was an American video game developer, based in Las Vegas, Nevada. It was founded by Brett Sperry and Louis Castle in 1985 as Westwood Associates and was renamed Westwood Studios when it merged with Virgin Games (later Virgin Interactive Entertainment) in 1992. The company was bought by Electronic Arts alongside Virgin Interactive's North American operations in 1998, and Westwood was closed by EA in 2003.

Westwood is best known for developing real-time strategy, adventure and role-playing genres. It was listed in Guinness World Records for selling more than 10 million copies of Command & Conquer worldwide. The last former Westwood employee quit working for Electronic Arts after the release of Command & Conquer: Generals in 2003.

Brett Sperry and Louis Castle founded Westwood Studios in 1985.

According to Louis Castle, the company was named after the "entertainment meets professional" character of the Westwood neighborhood in Los Angeles; *"We really liked the "entertainment meets professional" character of Westwood CA (in L.A.) and the attraction of the area to teens and young adults felt like the perfect fit for a new company specializing in entertainment software. Even back then we recognized that it took a team of people to make great products so we appended the "Associates" to emphasize that aspect of product development. We were not really sure if we could make a go at game development so the original name "Westwood Associates" also gave us the ability to get into more traditional business software if necessary."*

The company's first projects consisted of contract work for companies like Epyx and Strategic Simulations, Inc. (SSI), porting 8-bit titles to 16-bit systems like Commodore Amiga and Atari ST.

JOYEU
SONY
SONY
SEG
FONTÈGNE

X NOËL FÉLIX

Checklist

To compile this lists I used satakore.com as a master, and included info from. These lists are not a Master-list, I suspect alot of different variations are missing. For more on each variations, please visit satakore.com. Black page numbers are pages in Volume.1. Green are pages in Volume.2.

Title	Model	R	Pg.	C	I	B
2do Aru Koto ha Sando R	T-6802G		22			
2do Aru Koto ha Sando R *(Satakore)*	T-6804G		22			
2Tax Gold	T-4305G		22			
3D Baseball	T-15906H		22			
3D Baseball The Majors	T-18003G		22			
3D Lemmings	T-11304H-50		23			
3D Lemmings	T-15013G		23			
3D Mission Shooting Finalist	T-18511G		159			
3x3 Eyes ~Kyuusei Koushu~ S	T-21301G		26			
6 Inch My Darling	T-19721G		26			
Actua Golf	T-12302H-50		29			
Actua Golf	T-18710G		29			
Actua Soccer	T-18706G		29			
Actua Soccer Club Edition	T-12305H-50		29			
Advanced V.G. *(Variable Geo)*	T-32501G		29			
Advanced V.G. *(Variable Geo) (Genteiban)*	T-32506G		29			
Advanced World War Sennen Teikoku no Koubou ~Last of the Millennium~	GS-9087		30			
Advanced World War Sennen Teikoku no Koubou ~Last of the Millennium~ *(Satakore)*	GS-9190		30			
Adventure Pack ~Nanatsu no Hikan & Myst~	T-7639G		236			
After Burner II	GS-9109		30			
AI Igo	T-17601G		30			
Ai Iijima - Good Island Cafe	T-25201G		30			
AI Shougi	T-18602G		32			
AI Shougi 2	T-17602G		32			
Air Management '96	T-7611G		32			
Air Management '96 *(Koei Best Collection)*	T-7668G		32			
Airs Adventure	T-20301G		33			
Akumajou Dracula X ~Gekka no Yasoukyoku~	T-9527G		36			
Albert Odyssey - Legend of Eldean	T-12705H		33			
Albert Odyssey Gaiden ~Legend of Eldean~	T-1514G		33			
Albert Odyssey Gaiden ~Legend of Eldean~	T-26804H-08		33			
Albert Odyssey Gaiden ~Legend of Eldean~ *(Satakore)*	T-1517G		33			
Albert Odyssey Gaiden ~Legend of Eldean~ *(Shokai Press Gentei)*	T-1507G		33			
Album Club *(Mune Kyun)* ~Saint Paulia Jogakuin~	T-21903G		39			
Alien Trilogy	191x56		40			
Alien Trilogy	T-8113H-50		40			
Alien Trilogy	T-8113H-18		40			
Alien Trilogy	T-8113G		40			
Alien Trilogy	T-8113H		40			

Title	Model	R	Pg.	C	I	B
All-Star Baseball '97 Featuring Frank Thomas	T-8150H		40			
Alone in the Dark - Jack is Back	T-15101H-50		41			
Alone in the Dark - One Eyed Jack's Revenge	T-29401H		41			
Alone in the Dark 2	T-10602G		41			
Amagi Shien	T-1513G		42			
America Oudan Ultra Quiz	T-6004G		42			
AMOK	192106		43			
AMOK	MK81064-50		43			
AMOK	T-7637G		43			
AMOK	81064		43			
Andretti Racing	191x33		44			
Andretti Racing	T-5020H-50		44			
Andretti Racing	T-5020H-09		44			
Andretti Racing	T-5020H-18		44			
Andretti Racing	T-5020H		44			
AnEarth Fantasy Stories ~The First Volume~	T-27801G		44			
Angel Graffiti S ~Anata he no Profile~	T-7308G		45			
Angel Paradise Vol.1 Sakaki Yuko ~Koi no Yokan in Hollywood~	T-2403G		45			
Angel Paradise Vol.2 Yoshino Kimika ~Isshoni I-ta-i in Hawaii~	T-2405G		45			
Angelique Duet	T-7662G		46			
Angelique Duet *(Premium box)*	T-7663G		46			
Angelique Special	T-7615G		46			
Angelique Special *(Premium Box)*	T-7622G		46			
Angelique Special *(Premium Pack)*	T-7650G		46			
Angelique Special 2	T-7627G		46			
Angelique Special 2 *(Premium Box)*	T-7638G		46			
Another Memories	T-38001G		47			
Apo Nashi Gals Olympos *(Shokai Gentei Cel-ga Package A)*	T-4304G		47			
Apo Nashi Gals Olympos *(Shokai Gentei Cel-ga Package B)*	T-4306G		47			
Apo Nashi Gals Olympos *(Shokai Gentei Cel-ga Package C)*	T-4307G		47			
Aqua-World ~Umi Monogatari~	T-30301G		47			
Aquazone Desktop Life	T-24001G		48			
Aquazone Option Disc Series 1 Angel Fish	T-24002G		48			
Aquazone Option Disc Series 2 Black Molly	T-24003G		48			
Aquazone Option Disc Series 3 Blue Emperor	T-24004G		49			
Aquazone Option Disc Series 4 Clown Loach	T-24005G		49			
Aquazone Option Disc Series 5 False Rummy-Nose	T-24006G		49			
Arcana Strikes	T-10311G		50			
Area 51	193476		51			
Area 51	T-25408H-50		51			
Area 51	T-18613G		51			
Area 51	T-9705H		51			
Arthur to Astaroth no Nazomakaimura ~Incredible Toons~	T-1209G		50			
Assault Rigs	T-18606G		50			
Astal	191x76		53			
Astal	81019		53			

Title	Model	R	Pg.	C	I	B
Astra Superstars	T-1521G	●	54			
Asuka 120% Limited ~Burning Fest. Limited~	T-16708G		52			
Athlete Kings	MK81115-50		132			
Atlantis - Secrets d'un monde oublié	MK81091-09		55			
Atlantis - The Lost Tales	MK81091-50		55			
Ayakashi Ninden Kunoichiban Plus	T-21512G	●	56			
Ayrton Senna Personal Talk ~Message for the Future~	GS-9020	●	56			
Azel Panzer Dragoon RPG	GS-9076	●	402			
BackGuiner ~Yomigaeru Yuusha-tachi~ Hishou-hen "Uragiri no Senjou"	T-19907G	●	56			
BackGuiner ~Yomigaeru Yuusha-tachi~ Kakusei-hen "Guiner Tensei"	T-19906G	●	57			
Baku Baku	MK81501-50		57			
Baku Baku	81501		57			
Baku Baku Animal ~Sekai Shiikugakari Senshuken~	GS-9040	●	57			
Baku Baku Animal ~Sekai Shiikugakari Senshuken~ *(Satakore)*	GS-9144	●	57			
Bakuretsu Hunter	T-22402G	●	57			
Bakuretsu Hunter R	T-24903G	●	58			
Bakushou!! All Yoshimoto Quiz Ou Ketteisen DX	T-20001G	●	58			
Baldy Land	T-20608G	●	58			
Baroque	T-33901G	●	59			
Bases Loaded '96 - Double Header	T-5703H		60			
Batman Forever The Arcade Game	T-8140H-50		60			
Batman Forever The Arcade Game	T-8118G	●	60			
Batman Forever The Arcade Game	T-8140H		60			
Batsugun	T-20605G	●	62			
Battle Arena Toshinden Remix	191x64		63			
Battle Arena Toshinden Remix	MK81029-50		63			
Battle Arena Toshinden Remix	81029		63			
Battle Arena Toshinden URA *(Ultimate Revenge Attack)*	MK81054-50		63			
Battle Arena Toshinden URA *(Ultimate Revenge Attack)*	81054		63			
Battle Athletess Daiundoukai	T-24601G	●	60			
Battle Garegga	T-10627G	●	63			
Battle Monsters	T-8137H-50		64			
Battle Monsters	T-18701G	●	64			
Battle Monsters	T-8137H		64			
Battle Stations	T-5021H-50		64			
Battle Stations	T-5021H		64			
BattleSport	T-8149H		64			
Beach de Reach!	T-29004G	●	65			
Big Ichigeki! Pachislot Daikouryaku ~Universal Museum~	T-16704G	●	65			
Bio Hazard	T-1219G	●	452			
Bishoujo Hanafuda Kikou Michinoku Hitou Koi Monogatari Special	T-36701G	●	65			
Bishoujo Senshi Sailor Moon SuperS ~Various Emotion~	T-15701G	●	66			
Bishoujo Variety Game ~Rapyulus Panic~	T-21503G	●	55			

Title	Model	R	Pg.	C	I	B
Black Dawn	191x69		66			
Black Dawn	T-7027H-50		66			
Black Dawn	T-7013G		66			
Black Dawn	T-7027H		66			
Black Fire	191x89		67			
Black Fire	T-7011H-50		67			
Black Fire	T-7003G		67			
Black Fire	81003		67			
Black/Matrix	T-20113G		67			
Black/Matrix	T-20115G		67			
Black/Matrix	T-20118G		67			
Blam! -MachineHead	T-11505H-50		67			
Blam! -MachineHead	T-11505H-09		67			
Blam! -MachineHead	T-11505H-18		67			
Blam! -MachineHead	T-7015G		67			
Blast Chamber	191x48		68			
Blast Chamber	T-13003H-50		68			
Blast Chamber	T-13003H		68			
Blast Wind	T-1810G		68			
Blazing Dragons	T-15913H-50		69			
Blazing Dragons	T-15913H-09		69			
Blazing Dragons	T-15913H-18		69			
Blazing Dragons	T-15907H		69			
Blazing Heroes	81303		364			
Blood Factory	T-12504G		304			
Blue Breaker ~Ken yorimo Hohoemi wo~	T-4314G		70			
Blue Seed ~Kushinada Hirokuden~	GS-9014		70			
Body Special 264 ~Girls in Motion Puzzle Vol.2~	T-21003G		71			
Bomberman Wars	T-14320G		71			
Bottom of the 9th	T-9505H		71			
Bouken Katsugeki Monomono	T-21508G		72			
Brain Battle Q	T-25701G		72			
Brain Dead 13	T-7305G		74			
Brain Dead 13	T-12103H		74			
Break Point	T-16408H-50		72			
Break Point	T-9107G		72			
Break Point Tennis	T-8145H		72			
Break Thru!	T-21501G		73			
Bubble Bobble also featuring Rainbow Islands	T-8131H-50		76			
Bubble Bobble also featuring Rainbow Islands	T-8131H		76			
Bubble Symphony	T-19905G		76			
Bug Too!	193336		79			
Bug Too!	MK81040-50		79			
Bug Too!	81040		79			
Bug Too! ~Motto Motto Jump Shite, Fundzukechatte, Pecchanko~	GS-9128		79			
Bug!	191x80		78			

Title	Model	R	Pg.	C	I	B
Bug!	MK81004-50		78			
Bug!	81004		78			
Bug! ~Jump Shite, Fundzukechatte, Pecchanko~	GS-9063		78			
Bulk Slash	T-14310G		79			
Bulk Slash *(Satakore)*	T-14325G		79			
Burning Rangers	191566		79			
Burning Rangers	MK81803-50		79			
Burning Rangers	GS-9174		79			
Burning Rangers	81803		79			
Bust-A-Move 2 Arcade Edition	T-8132H-50		81			
Bust-A-Move 2 Arcade Edition	T-8132H		81			
Bust-A-Move 3	T-8155H-50		81			
Bust-A-Move 3	T-31103H		81			
Can Can Bunny Extra	T-19706G		82			
Can Can Bunny Premiere	T-19701G		82			
Can Can Bunny Premiere *(Thank You Soft)*	T-19704G		82			
Can Can Bunny Premiere 2	T-19703G		82			
Can Can Bunny Premiere 2 *(Thank You Soft)*	T-19705G		82			
Capcom Generation ~Dai-1-shuu Gekitsuiou no Jidai~	T-1232G		84			
Capcom Generation ~Dai-2-shuu Makai to Kishi~	T-1233G		84			
Capcom Generation ~Dai-3-shuu Koko ni Rekishi Hajimaru~	T-1234G		84			
Capcom Generation ~Dai-4-shuu Kokou no Eiyuu~	T-1235G		85			
Capcom Generation ~Dai-5-shuu Kakutouka-tachi~	T-1236G		85			
Casper	T-12512H-50		83			
Casper	T-12503G		83			
Casper	T-12512H		83			
Cat the Ripper ~13-ninme no Tanteishi~	T-35701G		83			
Center Ring Boxing	T-6005H		285			
Chaos Control	T-15102H-50		85			
Chaos Control	T-7002G		85			
Chaos Control Remix	T-7006G		85			
Chibi Maruko-chan no Taisen Pazurudama	T-9507G		86			
Chisato Moritaka Watarasebashi / Lala Sunshine	GS-9172		86			
Choro Q Park	T-10314G		86			
Choro Q Park *(Satakore)*	T-10318G		86			
Chou Aniki ~Kyuukyoku ... Otoko no Gyakushuu~	T-2503G		87			
Choujikuu Yousai Macross ~Ai Oboeteimasuka~	T-23403G		87			
Civilization ~Shin Sekai Shichidai Bunmei~	T-2003G		89			
Cleaning Kit for Sega Saturn	T-25901H		230			
Cleopatra Fortune	T-1108G		89			
ClockWerx	T-22302G		89			
Clockwork Knight	191x86		90			
Clockwork Knight	MK81007-50		90			
Clockwork Knight	81007		90			
Clockwork Knight ~Pepperouchau no Daibouken Gekan~	GS-9029		91			
Clockwork Knight ~Pepperouchau no Daibouken Joukan~	GS-9004		90			

Title	Model	R	Pg.	C	I	B
Clockwork Knight ~Pepperouchau no Fukubukuro~	GS-9074	●	92			
Clockwork Knight 2	191x81	BR	91			
Clockwork Knight 2	MK81021-50	EU	91			
Clockwork Knight 2	81036	US	91			
Code R	T-23502G	●	92			
College Slam	T-8111H	US	92			
Columns Arcade Collection	GS-9161	●	30			
Command & Conquer	191x32	BR	94			
Command & Conquer	T-7028H-50	UK	94			
Command & Conquer	T-7028H-09	FR	94			
Command & Conquer	GS-9131	●	94			
Command & Conquer	T-7028H	US	94			
Command & Conquer - Teil 1: Der Tiberiumkonflikt	T-7028H-18	DE	94			
Command & Conquer *(Satakore)*	GS-9193	●	94			
CONGO The Movie - The Lost City of Zinj	81010	US	93			
Contra - Legacy of War	T-9507H	US	93			
Corpse Killer - Graveyard Edition	T-16201H	US	97			
Cotton 2	T-9904G	●	98			
Cotton Boomerang	T-9906G	●	98			
Courier Crisis	MK81099-50	EU	98			
Courier Crisis	T-18010G	●	98			
Courier Crisis	T-25415H	US	98			
Creature Shock	T-1303G	●	101			
Creature Shock Special Edition	T-1304H	US	101			
Crimewave	191x11	BR	104			
Crimewave	T-8807H-50	EU	104			
Crimewave	T-7018G	●	104			
Crimewave	T-8807H	US	104			
Criticom	T-2302 H	US	105			
Criticom ~The Critical Combat~	T-2302G	●	105			
Croc - A Lenda de Gobbos	191x58	BR	102			
Croc - Legend of the Gobbos	T-5029H-05	UK	102			
Croc - Legend of the Gobbos	T-5029H-09	FR	102			
Croc - Legend of the Gobbos	T-5029H-18	DE	102			
Croc - Legend of the Gobbos	T-5029H-06	ES	102			
Croc - Legend of the Gobbos	T-16105H	US	102			
Croc! ~Pau-Pau Island~	T-26410G	●	102			
Cross Romance ~Koi to Maajan to Hanafuda to~	T-7103G	●	105			
Cross Tantei Monogatari ~Motsureta Nanatsu no Labyrinth~	T-36401G	●	105			
Crows ~The Battle Action for SegaSaturn~	T-16806G	●	108			
Crusader No Remorse	191x30	BR	106			
Crusader No Remorse	T-5014H-50	UK	106			
Crusader No Remorse	T-5014H-09	FR	106			
Crusader No Remorse	T-5014H-18	DE	106			
Crusader No Remorse	T-5014H	US	106			
Crypt Killer	T-9509H-50	EU	108			

Title	Model	R	Pg.	C	I	B
Crypt Killer	T-9509H-05		108			
Crypt Killer	T-9509H		108			
Cube Battler ~Anna Mirai-hen~	T-21006G		110			
Cube Battler ~Debugger Shou-hen~	T-21004G		110			
Cubic Gallery ~Edy & Disy~	T-19401G		110			
Culdcept	T-31401G		111			
Culdcept *(Satakore)*	T-31402G		111			
Cyber Doll	T-22401G		112			
Cyber Doll Fukkokuban	T-22406G		112			
Cyber Speedway	191636		112			
Cyber Speedway	MK81205-50		112			
Cyber Speedway	81205		112			
Cyberbots ~FullMetal Madness~	T-1217G		113			
Cyberbots ~FullMetal Madness~ Chou Genteiban	T-1216G		113			
Cyberia	191x70		113			
Cyberia	T-12508H-50		113			
Cyberia	T-12501G		113			
Cyberia	T-12508H		113			
D	191x79		116			
D	T-8106H-50 E		116			
D	T-8106H-50 F		116			
D	T-8106H-50 G		116			
D	T-8106H		116			
D no Shokutaku	T-8101G		116			
D no Shokutaku *(Satakore)*	T-8124G		116			
D-Xhird	T-10307G		165			
Daibouken ~Saint Elmo's no Kiseki~	T-23101G		118			
Daikoukai Jidai Gaiden	T-7657G		118			
Daikoukai Jidai II	T-7628G		118			
Daikoukai Jidai II *(Premium Pack)*	T-7649G		118			
Daina Airan	T-4503G		119			
Daina Airan ~Yokoku-hen~	T-4505G		119			
Daisenryaku Pack	GS-9125		236			
Daisenryaku Strong Style	T-21202G		119			
Daisuki	T-18510G		119			
Daitoride	T-29201G		120			
Darius Gaiden	T-8123H-50		120			
Darius Gaiden	T-1102G		120			
Darius Gaiden	T-8123H		120			
Darius II	MK81085-50		121			
Darius II	T-1104G		121			
Dark Hunter Ge Youma no Mori	T-7632G		121			
Dark Hunter Jou Ijigen Gakuen	T-7631G		121			
Dark Legend	T-1305H		125			
Dark Savior	MK81304-50		126			
Dark Savior	T-22101G		126			

Title	Model	R	Pg.	C	I	B
Dark Savior	81304		126			
Darklight Conflict	191xx5		130			
Darklight Conflict	T-5022H-50 (EAY)		130			
Darklight Conflict	T-5022H-50 (EAZ)		130			
Darklight Conflict	T-5022H		130			
Darkseed	T-18501G		122			
Darkseed II	T-36101G		124			
Daytona USA	193026		127			
Daytona USA	MK81200-50		127			
Daytona USA	GS-9013		127			
Daytona USA	GS-9501J (MK-81200-08)		127			
Daytona USA	81200		127			
Daytona USA C.C.E. Net Link Edition	81218		129			
Daytona USA Championship Circuit Edition	193596		129			
Daytona USA Championship Circuit Edition	MK81213-50		129			
Daytona USA Championship Circuit Edition	GS-9614J (MK-81213-08/ MK-81044-08)		129			
Daytona USA Championship Circuit Edition	81213		129			
Daytona USA Circuit Edition	GS-9100		128			
Dead or Alive	T-3603G		131			
Dead or Alive *(Gentei Seisan-ban)*	T-3604G		131			
Deadalus	GS-9008		460			
Death Crimson	T-23202G		130			
Death Throttle ~Kakuzetsu Toshi kara no Dasshutsu~	T-26403G		130			
DeathMask	T-22701G		132			
DecAthlete	193406		132			
DecAthlete	GS-9096		132			
Decathlete	81115		132			
DecAthlete *(Satakore)*	GS-9150		132			
DecAthlete for SegaNet	GS-7110		132			
Deep Fear	MK81804-50		133			
Deep Fear	GS-9189		133			
Defcon 5	T-25401H-50		134			
Defcon 5	T-25401H-09		134			
Defcon 5	T-24101G		134			
Defcon 5	T-1301H		134			
Dejig Aqua World	T-30303G		135			
Dejig Lassen ~Art Collection~	T-30304G		135			
Dejig McKnight ~Art Collection~	T-30305G		135			
Dejig Tin Toy	T-30302G		136			
Deka Yonku ~Tough The Truck~	T-4313G		227			
Dennou Senki Virtual-On	GS-9099		112			
Dennou Senki Virtual-On for SegaNet	GS-7106		112			
Dennou Senki Virtual-On for SegaNet Media Card Pack	GS-7107		112			

Title	Model	R	Pg.	C	I	B
Denpa Shounenteki Game	T-14316G	●	159			
Denpa Shounenteki Game	T-14318G	●	159			
Denpa Shounenteki Game 2	T-14317G	●	159			
Densetsu no Ogre Battle	T-5305G	●	137			
Densha de Go! EX	T-10317G	●	136			
Derby Analyst	T-20505G	●	138			
Derby Stallion	T-2113G	●	138			
Deroon Dero Dero	T-3601G	●	138			
Desire	T-15031G	●	139			
Desire *(Premium Pack)*	T-15036G	●	139			
Destruction Derby	T-11303H-50	EU	140			
Destruction Derby	T-18604G	●	140			
Detana Twinbee Yahho ! Deluxe Pack	T-9505G	●	139			
Device Reign	T-27810G	●	139			
Devil Summoner Soul Hackers	T-14420G	●	141			
Devil Summoner Soul Hackers ~Akuma Zensho Dai-ni-shuu~	T-14421G	●	142			
Dezaemon 2	T-16804G	●	142			
Die Hard Arcade	191536	BR	144			
Die Hard Arcade	MK81057-50	EU	144			
Die Hard Arcade	81057	US	144			
Die Hard Trilogy	193466	BR	145			
Die Hard Trilogy	T-16103H-50	UK/DE/ES	145			
Die Hard Trilogy	T-16103H-09	FR	145			
Die Hard Trilogy	GS-9123	●	145			
Die Hard Trilogy	T-16103H	US	145			
Digital Ange ~Dennou Tenshi SS~	T-33003G	●	142			
Digital Dance Mix Vol.1 Namie Amuro	GS-9133	●	143			
Digital Monster Ver.S Digimon Tamers	T-13331G	●	143			
Digital Pinball	MK81680-50	EU	149			
Digital Pinball Last Gladiators	T-18901G	●	149			
Digital Pinball Last Gladiators Ver.9.7	T-18903G	●	149			
Digital Pinball Necronomicon	T-18902G	●	149			
Discworld	T-20502G	●	146			
Discworld II - Missing, presumed... !?	MK81093-50	EU	148			
DJ Wars	T-18807G	●	143			
DoDonPachi	T-14419G	●	152			
DoDonPachi *(Satakore)*	T-14424G	●	152			
DonPachi	T-14405G	●	152			
Doom	191x35	BR	150			
Doom	T-25406H-50	ES/FR	150			
Doom	T-25406H-51	●	150			
Doom	T-18610G	●	150			
Doom	T-25405H	US	150			
Doraemon ~Nobita to Fukkatsu no Hoshi~	T-19801G	●	149			
Double Switch	T-16207H	US	153			
Doukoku Soshite...	T-1315G	●	154			

Title	Model	R	Pg.	C	I	B
Doukoku Soshite... Final Edition	T-1317G		154			
Doukyuusei ~if~	T-20102G		154			
Doukyuusei 2	T-20104G		152			
Dragon Ball Z Idainaru Dragon Ball Densetsu	T-13301H-09		156			
Dragon Ball Z Idainaru Dragon Ball Densetsu	T-13305G		156			
Dragon Ball Z Idainaru Dragon Ball Densetsu *(Satakore)*	T-13317G		156			
Dragon Ball Z Shinbutouden	T-13302G		156			
Dragon Ball Z The Legend	T-13301H-06		156			
Dragon Force	MK81382-50		155			
Dragon Force	GS-9028		155			
Dragon Force	T-12703H		155			
Dragon Force *(Satakore)*	GS-9145		155			
Dragon Force II ~Kami Sarishi Daichi ni~	GS-9184		156			
Dragon Master Silk	T-19503G		158			
DragonHeart - Fire & Steel	T-8117H-50		158			
DragonHeart - Fire & Steel	T-8117H		158			
Dream Generation ~Koi ka? Shigoto ka!?...~	T-2511G		158			
Dream Square Hinagata Akiko	T-3002G		159			
Druid ~Yami he no Tsuisekisha~	T-7670G		162			
Duke Nukem 3D	191x27		160			
Duke Nukem 3D	MK81071-50		160			
Duke Nukem 3D	81071		160			
Dungeon Master Nexus	T-9111G		162			
Dungeons & Dragons Collection	T-1224G		162			
Dungeons & Dragons Collection *(Kakuchou Ram Cartridge 4MB Fuzoku)*	T-1245G		162			
DX Jinsei Game	T-10302G		164			
DX Jinsei Game *(Satakore)*	T-10308G		164			
DX Jinsei Game II	T-10310G		164			
DX Nippon Tokkyuu Ryokou Game	T-10306G		164			
Dynamite Deka	GS-9122		144			
Dynamite Deka *(Satakore)*	GS-9192		144			
Earthworm Jim 2	T-7019H-50		166			
Earthworm Jim 2	T-10304G		166			
Earthworm Jim 2	T-13203H		166			
Eberouge	T-10309G		168			
Eberouge Special ~Koi to Mahou no Gakuen Seikatsu~	T-10315G		168			
Eisei Meijin	T-9506G		168			
Eisei Meijin II	T-9516G		169			
Eiyuu Shigan ~Gal Act Heroism~	T-5204G		169			
Elevator Action² Returns	T-19903G		170			
Elf wo Karu Mono-tachi	T-16605G		171			
Elf wo Karu Mono-tachi ~Hanafuda-hen~	T-16606G		171			
Elf wo Karu Mono-tachi II	T-16610G		171			
Emit Value Set	T-7610G		236			
Emit Vol.1 ~Toki no Maigo~	T-7602G		176			
Emit Vol.2 ~Inochigake no Tabi~	T-7603G		176			

Title	Model	R	Pg.	C	I	B
Emit Vol.3 ~Watashi ni Sayonara wo~	T-7604G	●	176			
Enemy Zero	191326		172			
Enemy Zero	MK81076-50		172			
Enemy Zero	T-30001G	●	172			
Enemy Zero	81076		172			
Enemy Zero (Satakore)	T-30004G	●	172			
Eternal Melody	T-27802G	●	169			
étude Prologue ~Yureugoku Kokoro no Katachi~	T-37901G	●	177			
Eve Burst Error	T-15011G	●	177			
Eve Burst Error & Desire Value Pack	T-15037G	●	236			
Eve Burst Error & Eve The Lost One Value Pack	T-15042G	●	236			
Eve Burst Error *(Genteiban)*	T-15022G	●	177			
Eve Burst Error *(Premium Pack)*	T-15032G	●	177			
Eve the Lost One	T-15035G	●	177			
Eve the Lost One & Desire Value Pack	T-15040G	●	236			
Eve the Lost One *(Meltylancer Re-inforce Taikenban-tsuki)*	T-15041G	●	177			
Exhumed	81084-50		416			
F-1 Challenge	MK81206-50		178			
F-1 Live Information	GS-9035	●	178			
F1 Challenge	MK-81206		178			
Falcom Classics	T-31502G	●	180			
Falcom Classics *(Satakore)*	T-31506G	●	180			
Falcom Classics *(Shokai Genteiban)*	T-31503G	●	180			
Falcom Classics Collection	T-31507G	●	237			
Falcom Classics II	T-31505G	●	180			
Falcom Classics II *(Ongaku CD-tsuki Gentei Premium-ban)*	T-31504G	●	180			
Fantastep	T-5710G	●	180			
Fantasy Zone	GS-9136	●	31			
Farland Saga	T-32507G	●	179			
Farland Saga ~Toki no Michishirube~	T-32509G	●	179			
Farland Saga ~Toki no Michishirube~ *(Shokai Gentei Original Telephone Card-tsuki)*	T-32511G	●	179			
Farland Story ~Habou no Mai~	T-32505G	●	179			
Father Christmas	T-18504G	●	182			
FEDA Remake! ~The Emblem of Justice~	T-21001G	●	182			
FIFA 97	T-5017H-50		181			
FIFA 97	T-5017H-09		181			
FIFA 97	T-5017H-18		181			
FIFA A Caminho da Copa 98	191456		181			
FIFA Die WM-Qualifikation 98	T-5025H-50 (EAG)		181			
FIFA En Route pour la Coupe du Monde 98	T-5025H-50 (EAF)		181			
FIFA Road to World Cup 98	T-5025H-50 (EAE)		181			
FIFA Road to World Cup 98	T-5025H-50 (EAI)		181			
FIFA Road to World Cup 98	T-5025H-50 (EA0)		181			
FIFA Road to World Cup 98	T-5025H		181			
FIFA Rumbo al Mundial 98	T-5025H-50 (EAS)		181			

Title	Model	R	Pg.	C	I	B
FIFA Soccer 96	191x82		181			
FIFA Soccer 96	T-5003H-50		181			
FIFA Soccer 96	T-10606G		181			
FIFA Soccer 96	T-5003H		181			
FIFA Soccer 97	191x37		181			
FIFA Soccer 97	T-5017H		181			
Fighter's History Dynamite	GS-9107		182			
Fighter's History Dynamite *(Kakuchou Ram Cartridge-tsuki)*	GS-9153		182			
Fighters Megamix	191x12		183			
Fighters Megamix	MK81073-50		183			
Fighters Megamix	GS-9126		183			
Fighters Megamix	81073		183			
Fighting Vipers	193446		184			
Fighting Vipers	MK81041-50		184			
Fighting Vipers	GS-9101		184			
Fighting Vipers	GS-9610J (MK-81041-08)		184			
Fighting Vipers	81041		184			
Final Fight Revenge	T-1249G		186			
Final Fight Revenge *(Kakuchou Ram Cartridge 4MB Fuzoku)*	T-1248G		186			
Find Love 2 ~Rhapsody~	T-34605G		187			
Find Love 2 ~The Prologue~	T-34604G		187			
Fire Pro Gaiden Blazing Tornado	T-4302G		187			
Fire Prowrestling S ~6Men Scramble~	T-4308G		188			
Fire Prowrestling S ~6Men Scramble~ *(Satakore)*	T-4316G		188			
Firestorm Thunderhawk 2	T-11501H-50		139			
Fishing Koushien	T-24901G		188			
Fishing Koushien II	T-24904G		189			
FIST	T-15015G		188			
Formula Grand Prix Team Unei Simulation	T-7309G		189			
Formula Karts Special Edition	MK81282-50		189			
Frank Thomas Big Hurt Baseball	T-8138H-50		190			
Frank Thomas Big Hurt Baseball	T-8111G		190			
Frank Thomas Big Hurt Baseball	T-8138H		190			
Frankenstein - Through the Eyes of the Monster	T-12511H-50		191			
Free Talk Studio ~Mari no Kimamana Oshaberi~ *(Blue Case)*	T-20504G		192			
Free Talk Studio ~Mari no Kimamana Oshaberi~ *(Red Case)*	T-20506G		192			
Friends ~Seishun no Kagayaki~	T-20109G		192			
From TV Animation Slam Dunk I Love Basketball	T-13301G		192			
Fully Cowled Mini Yonku Super Factory	T-26408G		193			
Funky Fantasy	T-20002G		193			
Funky Head Boxers	T-20003G		193			
Funky Head Boxers Plus	T-20004G		194			
Fushigi no Kuni no Angelique	T-7634G		194			
Fuusui Sensei	T-21701G		194			
G Vector	T-30603G		196			

Title	Model	R	Pg.	C	I	B
Gaia Breeder	T-34801G	●	196			
Gakkou no Kaidan	GS-9026	●	196			
Gakkou no Kowai Uwasa Hanako-san ga Kita!!	T-1205G	●	197			
Gal Jan	T-29101G	●	197			
Galactic Attack	T-8116H-50	EU	198			
Galactic Attack	T-8116H	US	198			
Galaxy Fight	T-1504H-50	EU	200			
Galaxy Fight	T-1504H	US	200			
Galaxy Fight ~Universal Warriors~	T-1510G	●	200			
Galaxy Force II	GS-9197	●	31			
Gale Racer	GS-9003	●	223			
Gals Panic SS	T-29002G	●	197			
Game Basic for SegaSaturn	T-2111G	●	200			
Game de Seishun	T-19711G	●	201			
Game Nihonshi ~Kakumeiji Oda Nobunaga~	T-7633G	●	201			
Game no Tatsujin	T-1502G	●	203			
Game no Tatsujin 2	T-1509G	●	203			
Game no Tetsujin The Shanghai	T-1506G	●	201			
Game Tengoku ~The Game Paradise!~	T-5712G	●	203			
Game Tengoku ~The Game Paradise!~ Gokuraku Pack	T-5711G	●	203			
Game-Ware	T-17002G-T	●	204			
Game-Ware Vol.2	T-17003G	●	204			
Game-Ware Vol.3	T-17004G-T	●	204			
Game-Ware Vol.4	T-17005G	●	205			
Game-Ware Vol.5	T-17006G	●	205			
Garou Densetsu 3 ~Harukanaru Tatakai~	T-3102G	●	206			
GeGeGe no Kitarou ~Gentou Kaikitan~	T-13310G	●	205			
Gekiretsu Pachinkers	T-29601G	●	207			
Gekirindan ~Time Travel Shooting~	T-7008G	●	207			
Gekitotsu Koushien	T-6701G	●	207			
Gekka Mugentan Torico	GS-9056	●	309			
Gekka no Kishi ~Ouryuusen~	T-20606G	●	208			
Gensou Suikoden	T-9525G	●	211			
Gex	191x87	BR	212			
Gex	T-15904H-50	EU	212			
Gex	T-15904G	●	212			
Gex	T-15904H	●	212			
Ghen War	T-7010H-50	EU	213			
Ghen War	T-7004G	●	213			
Ghen War	81001	US	213			
Ginga Eiyuu Densetsu	T-22301G	●	208			
Ginga Eiyuu Densetsu Plus	T-22303G	●	208			
Ginga Ojousama Densetsu Yuna 3 ~Lightning Angel~	T-14311G	●	209			
Ginga Ojousama Densetsu Yuna Mika Akitaka Illust Works	T-14308G	●	209			
Ginga Ojousama Densetsu Yuna Mika Akitaka Illust Works 2	T-14323G	●	210			
Ginga Ojousama Densetsu Yuna Remix	T-14307G	●	209			

Title	Model	R	Pg.	C	I	B
Girl Doll Toy ~Tamashii wo Kudasai~	T-37002G	●	210			
Go III Professional Taikyoku Igo	T-29003G	●	210			
Godzilla ~Rettou Shinkan~	GS-9050	●	214			
Goiken Muyou ~Anarchy in the Nippon~	T-28902G	●	214			
Gokujou Parodius Da! Deluxe Pack	T-9501G	●	406			
Golden Axe The Duel	191x88	🇧🇷	215			
Golden Axe The Duel	MK81045-50	🇪🇺	215			
Golden Axe The Duel	GS-9041	●	215			
Golden Axe The Duel	81045	🇺🇸	215			
Gotha ~Ismailia Seneki~	GS-9009	●	214			
Gotha II ~Tenkuu no Kishi~	T-7608G	●	230			
Gradius Deluxe Pack	T-9509G	●	215			
Gran Chaser	GS-9022	●	112			
Grand Slam	T-7004H	●	215			
Grandia	T-4507G	●	216			
Grandia ~Digital Museum~	T-4512G	●	218			
Grandia Memorial Package	T-4513G	●	216			
GranDread	T-20603G	●	218			
Greatest Nine '96	GS-9086	●	218			
Grid Run	T-7017H-50	🇪🇺	219			
Grid Runner	191166	🇧🇷	219			
Grid Runner	T-7009G	●	219			
Grid Runner	T-7025H	🇺🇸	219			
Groove on Fight ~Gouketsuji Ichizoku 3~	T-14411G	●	224			
Groove on Fight ~Gouketsuji Ichizoku 3~ *(Kakuchou Ram Cartridge-tsuki!)*	T-14413G	●	224			
GT 24	T-5714G	●	99			
Guardian Force	T-9905G	●	222			
Guardian Heroes	MK81035-50	🇪🇺	220			
Guardian Heroes	GS-9031	●	220			
Guardian Heroes	81035	🇺🇸	220			
Gun Frontier Arcade Gears	T-26109G	●	224			
Gunbird	T-14402G	●	223			
GunBlaze-S	T-19710G	●	224			
Gungriffon	MK81046-50	🇪🇺	225			
Gungriffon	81046	🇺🇸	225			
Gungriffon ~The Eurasian Conflict~	T-4502G	●	225			
Gungriffon ~The Eurasian Conflict~ *(Satakore)*	T-4509G	●	225			
Gungriffon II	T-4510G	●	225			
Gungriffon II *(Taisen Cable Doukonban)*	T-4511G	●	225			
Gussun Oyoyo-S	T-26101G	●	225			
Gyuwambler Jikochuushinha ~Tokyo Mahjongland~	T-4504G	●	200			
Gyuwambler Jikochuushinha ~Tokyo Mahjongland~ *(Satakore)*	T-4508G	●	200			
Habitat II	GS-7105	●	226			
Hang On GP '95	GS-9032	●	226			
Hang On GP '96	MK81202-50	🇪🇺	226			

Title	Model	R	Pg.	C	I	B
Hang-On GP	191x78		226			
Hang-On GP	81202		226			
Hankou Shashin ~Shibarareta Shoujo-tachi no Mita Mono ha?~	T-15008G		226			
Hansha de Spark!	T-20902G		227			
Hardcore 4X4	T-12303H-50		227			
Harukaze Sentai V-Force	T-19904G		227			
Hatsukoi Monogatari	T-33004G		228			
HatTrick Hero S	T-1103G		228			
Haunted Casino	T-21902G		228			
Heartbeat Scramble	T-15014G		230			
Hebereke's Popoitto	T-1502H-50		231			
Heir of Zendor ~The Legend and the Land~	191496		230			
Heir of Zendor ~The Legend and the Land~	T-7605H		230			
Heisei Tensai Bakabon Susume! Bakabons	T-17001G		230			
Heiwa Pachinko Soushingeki	T-18702G		232			
Henry Explorers	T-9518G		108			
Herc's Adventures	T-23001H		232			
Hexen	T-25405H-50		234			
Hexen	T-25405H-51		234			
Hexen ~Beyond Heretic~	191x36		234			
Hexen ~Beyond Heretic~	T-18612G		234			
Hexen ~Beyond Heretic~	T-25406H		234			
Hi-Octane	T-5002H-50		235			
Hi-Octane	T-10608G		235			
Hi-Octane - The Track Fights Back!	T-5002H		235			
Hideo Nomo World Series Baseball	GS-9061		214			
Hideyoshi Nobunaga Set	T-7625G		237			
High Velocity - Mountain Racing Challenge	T-14402H		232			
Highschool Terra Story	T-19715G		233			
Highway 2000	T-6012H-50		233			
Highway 2000	T-31101H		233			
Himitsu Sentai Metamor V	T-29005G		233			
Hissatsu Pachinko Collection	T-1503G		236			
Hissatsu!	T-23402G		236			
Hiyake no Omoide + Himekuri ~Girls In Motion Puzzle Vol.1~	T-21002G		236			
Hokuto no Ken	T-20601G		237			
Honkaku 4-nin Uchi Geinoujin Taikyoku Maajan ~The Wareme DE Pon~	T-3001G		237			
Honkaku Hanafuda	T-16611G		237			
Honkaku Pro Maajan Tetsuman Special	T-18709G		240			
Honkaku Pro Maajan Tetsuman Special *(Satakore)*	T-18716G		240			
Honkaku Shougi Shinan Wakamatsu Shougi Juku	T-4402G		240			
Hop Step Idol	T-20507G		240			
Horror Tour	T-24301G		241			
Houkago Renai Club ~Koi no Etude~	T-19713G		241			
Houkago Renai Club ~Koi no Etude~ *(Genteiban)*	T-19714G		241			
Houma Hunter Lime Perfect Collection	T-2001G		241			

Title	Model	R	Pg.	C	I	B
Hyper 3-D Pinball	T-7015H		242			
Hyper 3D Pinball	191x47		242			
Hyper 3D Pinball	T-7007G		242			
Hyper 3D Taisen Battle Gebockers	T-5303G		243			
Hyper 3D Taisen Battle Gebockers *(Taisen Cable-tsuki Gentei Pack)*	T-5304G		243			
Hyper Duel	T-1809G		243			
Hyper Reverthion	T-1803G		243			
Hyper Securities S	T-9105G		244			
I Love Mickey Mouse ~Fushigi no Oshiro Daibouken~ / I Love Donald Duck ~Georgia Ou no Hihou~	GS-9179		32			
Ide Yousuke Meijin no Shin Jissen Maajan	T-1208G		245			
Idol Janshi Suchie-Pai II	T-5705G		245			
Idol Janshi Suchie-Pai Mecha Genteiban ~Hatsubai 5 Shuunen Toku Package~	T-5716G		245			
Idol Janshi Suchie-Pai Remix	T-5704G		248			
Idol Janshi Suchie-Pai Secret Album	T-5717G		248			
Idol Janshi Suchie-Pai Special	T-5701G		248			
Idol Maajan Final Romance 2	T-16702G		249			
Idol Maajan Final Romance 4	T-3003G		249			
Idol Maajan Final Romance R	T-16703G		249			
Idol Maajan Final Romance R Premium Package	T-16705G		249			
Image Fight & XMultiply Arcade Gears	T-26110G		250			
Impact Racing	T-6010H-50		250			
Impact Racing	T-7307G		250			
Impact Racing	T-26806H-08		250			
Impact Racing	T-8139H		250			
In The Hunt	T-10001H-50		254			
In The Hunt	T-10001H		254			
Independence Day	T-16104H		255			
Independence Day - The Game	191426		255			
Independence Day - The Game	T-16104H-50 (FXY)		255			
Independence Day - The Game	T-16104H-50 (FXZ)		255			
International Victory Goal	MK81105-50		37			
Ippatsu Gyakuten ~Gambling King he no Michi~	T-29602G		250			
Irem Arcade Classics	T-22403G		251			
Iron Man X-O Manowar in Heavy Metal	191x20		256			
Iron Man X-O Manowar in Heavy Metal	T-8119H-50		256			
Iron Man X-O Manowar in Heavy Metal	T-8115G		256			
Iron Man X-O Manowar in Heavy Metal	T-8119H		256			
Iron Storm	T-12701H		257			
Ishin no Arashi	T-7645G		256			
Isto E Zico ~Zico no Kangaeru Soccer~	T-18802G		258			
J.B.Harold Blue Chicago Blues	T-5302G		70			
J.League Go Go Goal!	T-3602G		259			
J.League Jikkyou Honoo no Striker	T-9528G		259			
J.League Pro Soccer Club wo Tsukurou!	GS-9034		259			

Title	Model	R	Pg.	C	I	B
J.League Pro Soccer Club wo Tsukurou! 2	GS-9168		260			
J.League Pro Soccer Club wo Tsukurou! 2 *(Satakore)*	GS-9206		260			
J.League Victory Goal '96	GS-9048		260			
J.League Victory Goal '97	GS-9140		260			
Jantei Battle Cos-Player	T-34601G		261			
Japan Super Bass Classic '96	T-18707G		261			
Jewels of the Oracle	T-1503H-50		261			
Jikkyou Oshaberi Parodius ~Forever With Me~	T-9513G		262			
Jikkyou Powerful Pro Yakyuu '95 Kaimaku-ban	T-9502G		263			
Jikkyou Powerful Pro Yakyuu S	T-9523G		263			
Jikuu Tantei DD *(Dracula Detective)* ~Maboroshi no Lorelei~	T-2103G		263			
Jinzou Ningen Hakaider ~Last Judgement~	GS-9088		264			
Jissen Maajan	T-15002G		264			
Jissen Pachinko Hisshouhou! Twin	T-2407G		264			
Jissen Pachislot Hisshouhou! 3	T-2401G		265			
Jissen! Pachislot Hisshouhou! 4	T-2406G		265			
Jissen! Pachislot Hisshouhou! Iron Hook	T-2404G		265			
Johnny Bazooka	T-7302G		266			
Johnny Bazookatone	T-7909H-50		266			
Johnny Bazookatone	T-7909H		266			
Jonah Lomu Rugby	T-12003H-50		266			
Jonah Lomu Rugby	T-12003H-05		266			
Jonah Lomu Rugby	T-12003H-09		266			
Joshikousei no Houkago... Pukunpa	T-16802G		266			
Jun Classic C.C. & Rope Club	T-11403G		269			
Jung Rhythm	T-16607G		269			
Jungla de Cristal - La Trilogia	T-16103H-06		145			
Jungle Park ~Saturn Jima~	T-18008G		269			
Jungle Park ~Saturn Jima~ *(Gentei Special Package-ban)*	T-18009G		269			
Juusou Kihei Leynos 2	T-2501G		53			
K-1 Fighting Illusion Shou	T-26102G		270			
K-1 Fighting Illusion Shou *(Satakore)*	T-26113G		270			
Kaitei Daisensou ~Torppedoes armed and ready!~	T-15006G		254			
Kaitou Saint Tail	T-28201G		270			
Kakinoki Shougi	T-2104G		270			
Kakyuusei	T-28002G		271			
Kamen Rider ~Sakusen File 1~	T-14101G		271			
Kanazawa Shougi	T-16505G		271			
Kanzen Chuukei Pro Yakyuu Greatest Nine	GS-9017		272			
Keio Flying Squadron 2	T-6008H-50		272			
Keiou Yuugekitai ~Katsugeki-hen~	T-6003G		272			
Kekkon ~Marriage~	T-10501G		273			
Kekkon Zenya	T-10502G		273			
Keriotosse!	T-30306G		273			
Kidou Senkan Nadesico ~The Blank of 3 Years~	GS-9195		276			
Kidou Senkan Nadesico ~Yappari Saigo ha *[Ai ga Katsu]* ?~	GS-9142		276			

Title	Model	R	Pg.	C	I	B
Kidou Senshi Gundam	T-13303G	●	276			
Kidou Senshi Gundam *(Satakore)*	T-13329G	●	276			
Kidou Senshi Gundam Gaiden ~The Blue Destiny~	T-13318G	●	277			
Kidou Senshi Gundam Gaiden I ~Senritsu no Blue~	T-13307G	●	277			
Kidou Senshi Gundam Gaiden I ~Senritsu no Blue~ *(Shokai Press Tokushu Package Shiyou)*	T-13306G	●	277			
Kidou Senshi Gundam Gaiden II ~Ao wo Uketsugu Mono~	T-13311G	●	277			
Kidou Senshi Gundam Gaiden II ~Ao wo Uketsugu Mono~ *(Genteiban)*	T-13309G	●	277			
Kidou Senshi Gundam Gaiden III ~Sabakareshi Mono~	T-13313G	●	277			
Kidou Senshi Gundam Gaiden III ~Sabakareshi Mono~ *(Genteiban)*	T-13312G	●	277			
Kidou Senshi Gundam Gihren no Yabou	T-13330G	●	280			
Kidou Senshi Gundam Gihren no Yabou *(Shokai Genteiban)*	T-13327G	●	280			
Kidou Senshi Gundam Gihren no Yabou Kouryaku Shireisho	T-13333G	●	280			
Kidou Senshi Z Gundam ~Kouhen Sora wo Kakeru~	T-13320G	●	280			
Kidou Senshi Z Gundam ~Zenpen Zeta no Kodou~	T-13315G	●	281			
Kindaichi Shounen no Jikenbo ~Hoshimitou Kanashimi no Fukushuuki~	T-14315G	●	281			
Kiss yori...	T-19724G	●	281			
Kiss yori... *(Shokai Genteiban Original Telephone Card Doukon)*	T-19723G	●	281			
Kisuishou Densetsu Astal	GS-9019	●	53			
Kochira Katsushikaku Kameari Kouenmae Hashutsujo Nakagawa Land Dai Race! no Maki	T-13319G	●	285			
Kochira Katsushikaku Kameari Kouenmae Hashutsujo Nakagawa Land Dai Race! no Maki *(Satakore)*	T-13332G	●	285			
Koden Koureijutsu Hyaku Monogatari ~Hontoni Atta Kowai Hanashi~	T-14312G	●	285			
Koden Koureijutsu Hyaku Monogatari ~Hontoni Atta Kowai Hanashi~ *(Satakore)*	T-14324G	●	285			
Koi no Summer Fantasy ~in Miyazaki Seagaia~ Okina Megumi	T-23407G	●	286			
Konami Antiques MSX Collection Ultra Pack	T-9530G	●	286			
Konoyo no Hate de Koi wo Utau Shoujo Yu-No	T-28004G	●	287			
Konoyo no Hate de Koi wo Utau Shoujo Yu-No *(Shuttle Mouse-tsuki Genteiban)*	T-28005G	●	287			
Koudou Saisoku Densetsu ~Kashiramoji D *(Initial D)*~	T-25503G	●	287			
Kouryuu Sangoku Engi	T-26104G	●	287			
Krazy Ivan	T-11305H-50	🇬🇧	288			
Krazy Ivan	T-11305H-18	🇩🇪	288			
Krazy Ivan	T-18605G	●	288			
Kumitate Battle Kuttu Ketto	T-1813G	●	288			
Kunoichi Torimonochou	T-6803G	●	288			
Kuro no Danshou ~The Literary Fragment~	T-21204G	●	290			
Kuro no Danshou ~The Literary Fragment~ *(Genteiban)*	T-21203G	●	290			
Kurubushi Kyoudai Gekijou Dai-ikkan Maajan-hen	T-21803G	●	290			
Kururin Pa!	T-24201G	●	290			
Kuusou Kagaku Sekai Gulliver Boy	T-14303G	●	291			
Kyuukyoku Tiger II Plus	T-18715G	●	291			

Title	Model	R	Pg.	C	I	B
Kyuutenkai	T-1801G	●	291			
La Mansión de las Almas Ocultas	MK81012-06		327			
Langrisser Dramatic Edition	T-2507G	●	292			
Langrisser III	T-2502G	●	293			
Langrisser III *(Satakore)*	T-2510G	●	293			
Langrisser III *(Shokai Genteiban)*	T-2504G	●	293			
Langrisser IV	T-2506G	●	294			
Langrisser IV *(Satakore)*	T-2512G	●	294			
Langrisser IV *(Special Package)*	T-2505G	●	294			
Langrisser Tribute	T-2513G	●	237			
Langrisser V ~The End of Legend~	T-2509G	●	295			
Last Bronx	191x38		289			
Last Bronx	MK81078-50		289			
Last Bronx	GS-9152	●	289			
Last Bronx	81078		289			
Last Gladiators - Digital Pinball	T-4804H		149			
Layer Section	T-1101G	●	198			
Layer Section *(Satakore)*	T-1112G	●	198			
Layer Section II	T-26409G	●	300			
Le Manoir des Ames Perdues	MK81012-09		327			
Legend of K-1 Grand Prix '96	T-7503G	●	289			
Legend of K-1 The Best Collection	T-7501G	●	289			
Lifescape 2 Body Bionics ~Kyoui no Shouuchuu Jintai~	T-26411G	●	299			
Lifescape Seimei 40-okunen Harukana Tabi	T-26405G	●	299			
Linda³ Kanzenban	T-2112G	●	299			
Linkle Liver Story	GS-9055	●	302			
Loaded	T-12301H-50		304			
Loaded	T-12519H		304			
Lode Runner ~The Legend Returns~	T-25101G	●	303			
Lode Runner Extra	T-25103G	●	303			
Logic Puzzle Rainbow Town	T-4303G	●	302			
Lost & Found Vol. 1	LF1	UNLICENSED	242			
Lost & Found Volume 2	LF2	UNLICENSED	242			
Lost & Found Volume 3	LF3	UNLICENSED	242			
Lost Vikings 2 - Norse by Norsewest	T-12521H-50		307			
Lovely Pop 2 In 1 Jan Jan Koi Shimasho	T-5801G	●	308			
Lovely Pop 2 In 1 Jan Jan Koi Shimasho *(Genteiban)*	T-5802G	●	308			
LuLu ~Un Conte Interactif de Romain Victor-Pujebet~	GS-9118	●	308			
Lunacy	T-14403H		309			
Lunar 2 Eternal Blue	T-27906G	●	312			
Lunar Silver Star Story	T-27901G	●	310			
Lunar Silver Star Story MPEG-ban	T-27904G	●	310			
Lupin the 3rd ~Pyramid no Kenja~	T-2004G	●	314			
Lupin the 3rd ~The Master File~	T-18801G	●	314			
Lupin the 3rd Chronicles *(Lupin Version)*	T-18804G	●	314			
Lupin the 3rd Chronicles *(Lupin + Fujiko Version)*	T-18805G	●	314			

Title	Model	R	Pg.	C	I	B
Lupin the 3rd Chronicles *(Lupin + Jigen + Goemon Version)*	T-18806G	●	314			
m [emu] ~Kimi wo Tsutaete~	T-31202G	●	316			
Maajan Doukyuusei Special	T-25301G	●	316			
Maajan Doukyuusei Special *(Portrait CD-tsuki Shokai Genteiban)*	T-25302G	●	316			
Maajan Gakuensai	T-25304G	●	316			
Maajan Gakuensai *(Seiyuu Interview Hi CD-tsuki Shokai Genteiban)*	T-25305G	●	316			
Maajan Gakuensai DX ~Zenjitsu ni Matsuwaru Funsenki~	T-25306G	●	317			
Maajan Ganryuujima	T-2101G	●	317			
Maajan Gokuu Tenjiku	T-10601G	●	317			
Maajan Hyper Reaction R	T-2402G	●	318			
Maajan Kaigan Monogatari ~Maajan-kyou Jidai Sexy Idol-hen~	T-2201G	●	318			
Maajan Taikai II Special	T-7621G	●	318			
Maajan Tenshi Angel Lips	T-27001G	●	319			
Maajan Yon-Shimai ~Wakakusa Monogatari~	T-18704G	●	319			
Maajan-kyou Jidai Cebu Island '96	T-2204G	●	319			
Maajan-kyou Jidai Cogal Houkago-hen	T-2203G	●	321			
Maboroshi no Black Bass	T-25303G	●	321			
Machine Head	191x62	🇧🇷	67			
Machine Head	T-7914H	🇺🇸	67			
Madden NFL 97	T-5018H-50	🇪🇺	321			
Madden NFL 97	T-5010H	🇺🇸	321			
Madden NFL 98	T-5024H-50	🇪🇺	322			
Madden NFL 98	T-5024H	🇺🇸	322			
Madou Monogatari	T-6607G	●	322			
Magic Carpet	T-5006H-50	🇪🇺	323			
Magic Carpet	T-10611G	●	323			
Magic Carpet	T-5006H	🇺🇸	323			
Magic Carpet *(Tokubetsu Genteiban Sega Multi Controller Set)*	T-10614G	●	323			
Magic Knight Rayearth	T-12706H	🇺🇸	324			
Magical Drop	T-1304G	●	328			
Magical Drop 2	GS-9104	●	328			
Magical Drop III Toretate Zoukangou!	T-1313G	●	328			
Magical Drop III Toretate Zoukangou! *(Satakore)*	T-1318G	●	328			
Magical Hoppers	T-13316G	●	395			
Mahou Gakuen Lunar!	T-27902G	●	326			
Mahou Kishi Rayearth	GS-9058	●	324			
Mahou Kishi Rayearth *(Shokai Gentei W Premium)*	GS-9018	●	324			
Mahou no Janshi Poe Poe Poemy	T-15004G	●	322			
Mahou Shoujo Pretty Samy ~Heart no Kimochi~	T-20112G	●	329			
Mahou Shoujo Pretty Samy ~Osorubeshi Shintai Sokutei! Kakubakuhatsu 5-Byou-mae!!~	T-20110G	●	329			
Mahoutsukai ni naru Houhou	T-32510G	●	329			
Mainichi Kawaru Quiz Bangumi Quiz 365	T-21201G	●	331			
ManX TT Super Bike	191236	🇧🇷	330			
ManX TT Super Bike	MK81210-50	🇪🇺	330			
ManX TT Super Bike	GS-9102	●	330			

Title	Model	R	Pg.	C	I	B
ManX TT Super Bike	81210	US	330			
Maria ~Kimi-tachi ga Umareta Wake~	T-36302G	JP	331			
Marica ~Shinjitsu no Sekai~	T-6008G	JP	331			
Marie no Atelier Ver.1.3 ~Salburg no Renkinjutsushi~	T-15033G	JP	332			
Mario Mushano no Chou Shougi Juku	T-24905G	JP	332			
Marvel Super Heroes	T-7032H-05	UK	336			
Marvel Super Heroes	T-7032H-50	DE FR	336			
Marvel Super Heroes	T-7032H-51	ES IT	336			
Marvel Super Heroes	T-1215G	JP	336			
Marvel Super Heroes	T-1214H	US	336			
Marvel Super Heroes Vs. Street Fighter	T-1239G	JP	337			
Marvel Super Heroes Vs. Street Fighter *(Kakuchou Ram Cartridge 4MB Fuzoku)*	T-1238G	JP	337			
Mass Destruction	MK81089-50	EU	332			
Mass Destruction	T-18007H	US	332			
Mass Destruction ~Otousan ni mo Dekiru Soft~	T-18007G	JP	332			
Master of Monsters ~Neo Generations~	T-6301G	JP	333			
Masters Harukanaru Augusta 3	T-11401G	JP	333			
Matsukata Hiroki no World Fishing	T-26401G	JP	333			
Maximum Force	T-25417H-50	EU	338			
Maximum Force	T-9707H	US	338			
MechWarrior 2	191x50	BR	339			
MechWarrior 2	T-13004H-50	EU	339			
MechWarrior 2	T-23406G	JP	339			
MechWarrior 2	T-13004H	US	339			
Media ROMancer Daisuke Asakura	T-25001G (T-2500IG)	JP	338			
Mega Man 8 - Anniversary Collector's Edition	T-1216H	US	340			
Mega Man X3	T-7029H-50	EU	342			
Mega Man X4	191396	BR	344			
Mega Man X4	T-1219H	US	344			
MeltyLancer ~Ginga Shoujo Keisatsu 2086~	T-15016G	JP	346			
MeltyLancer ~Ginga Shoujo Keisatsu 2086~ Special Edition	T-15017G	JP	346			
MeltyLancer Re-inforce	T-15038G	JP	346			
MeltyLancer Re-inforce Special Edition	T-15039G	JP	346			
Message Navi	T-4401G	JP	347			
Message Navi Vol.2	T-4404G	JP	347			
Metal Black	T-19902G	JP	348			
Metal Black *(Satakore)*	T-19909G	JP	348			
Metal Fighter Miku	T-6002G	JP	346			
Metal Slug	T-3111G	JP	350			
Metal Slug *(Kakuchou Ram Doukon Okaidoku Set!!)*	T-3114G	JP	350			
Mezase Idol Star!! Natsuiro Memories ~Maajan-hen~	T-31001G	JP	347			
Midway Presents Arcade's Greatest Hits	T-9703H	US	351			
Midway Presents Arcade's Greatest Hits - The Atari Collection 1	T-25413H-50	EU	351			
Midway Presents Arcade's Greatest Hits - The Atari Collection 1	T-9706H	US	351			

Title	Model	R	Pg.	C	I	B
Mighty Hits	MK81087-50		352			
Mighty Hits	T-16604G		352			
Minakata Hakudou Toujou	T-14414G		352			
Minami no Shima ni Buta ga Ita ~Lucas no Daibouken~	T-27101G		352			
Minnesota Fats - Pool Legend	T-1302H		353			
Minton Keibu no Sousa File Doukeshi Satsujin Jiken	T-5307G		353			
Mizubaku Daibouken	T-19910G		353			
Mizuki Shigeru no Youkai Zukan Soushuuhen	T-25506G		354			
Moero!! Pro Yakyuu'95 Double Header	T-5703G		60			
Momotarou Douchuuki	T-14309G		354			
Momotarou Douchuuki *(Satakore)*	T-14326G		354			
Monster Slider	T-27302G		354			
Moon Cradle	T-9109G		355			
Mortal Kombat II	T-8103H-50		356			
Mortal Kombat II	T-8103H		356			
Mortal Kombat II Kanzenban	T-8107G		356			
Mortal Kombat Trilogy	191x42		358			
Mortal Kombat Trilogy	T-25414H-50		358			
Mortal Kombat Trilogy	T-9704H		358			
Motteke Tamago with Ganbare! Kamonohashi	T-18712G		355			
Mouri Motonari ~Chikai no Sanshi~	T-7646G		355			
Mr. Bones	193126		360			
Mr. Bones	MK81016-50		360			
Mr. Bones	GS-9127		360			
Mr. Bones	81016		360			
Mujintou Monogatari R ~Futari no Love Love Island~	T-28901G		361			
Murakoshi Seikai no Bakuchou Nihon Rettou	T-9115G		361			
My Best Friends ~St. Andrew Jogakuin-hen~	T-14404G		361			
My Dream ~On Air ga Matenakute~	T-21303G		364			
My Fair Lady Virtual Maajan 2	T-2207G		364			
Myst	192056		362			
Myst	T-26801H-16		362			
Myst	MK81081-50		362			
Myst	T-1501G		362			
Myst	T-26801H-08		362			
Myst	T-8101H		362			
Mystaria - The Realms of Lore	MK81300-50		364			
Mystaria - The Realms of Lore	81300		364			
Mystery Mansion - Das Haus Der Verlorenen Seelen	MK81012-18		327			
Nanatsu Kaze no Shima Monogatari	T-35501G		366			
Nanatsu no Hikan	T-7616G		368			
Nanatsu no Hikan *(Koei Best Collection)*	T-7665G		368			
Nascar 98	191476		368			
Nascar 98	T-5028H-50		368			
Nascar 98	T-5028H-09		368			
Nascar 98	T-5028H-18		368			

Title	Model	R	Pg.	C	I	B
Nascar 98	T-5028H-06		368			
Nascar 98	T-5028H		368			
NBA Action	MK81103-50		368			
NBA Action	81103		368			
NBA Action 98	191406		369			
NBA Action 98	MK81124-50		369			
NBA Action 98	81124		369			
NBA Jam Extreme	T-8151H-50		369			
NBA Jam Extreme	T-8122G		369			
NBA Jam Extreme	T-8120H		369			
NBA Jam Tournament Edition	191x73		369			
NBA Jam Tournament Edition	T-8102H-50		369			
NBA Jam Tournament Edition	T-8102G		369			
NBA Jam Tournament Edition	T-8102H		369			
NBA Live 97	191x53		370			
NBA Live 97	T-5015H-50		370			
NBA Live 97	T-5015H		370			
NBA Live 98	T-5027H-50 *(EAY)*		370			
NBA Live 98	T-5027H-50 *(EAX)*		370			
NBA Live 98	T-5027H		370			
Nekketsu Oyako	T-1802G		370			
Net Link Custom Web Browser *(PlanetWeb Internet Browser V. 1.011)*	80118B (80118C)		230			
Net Link Custom Web Browser Version 3.0 *(PlanetWeb Internet Browser V. 1.135)*	80118D		230			
Net Link Game Pack	81608		238			
Net Link Internet Modem	80118		238			
Next King ~Koi no Sennen Oukoku~	T-13328G		371			
Next King ~Koi no Sennen Oukoku~ *(Shokai Tokuten-tsuki)*	T-13323G		371			
NFL '97	81111		371			
NFL Quarterback Club '96	T-8109H-50		371			
NFL Quarterback Club '96	T-8105G		371			
NFL Quarterback Club '96	T-8109H		371			
NFL Quarterback Club '97	T-8136H-50		372			
NFL Quarterback Club '97	T-8116G		372			
NFL Quarterback Club '97	T-8136H		372			
NHL 97	T-5016H-50		372			
NHL 97	T-5016H-18		372			
NHL 97	T-10620G		372			
NHL 97	T-5016H		372			
NHL 98	T-5026H-50		372			
NHL 98	T-5026H		372			
NHL All-Star Hockey	MK81102-50		373			
NHL All-Star Hockey	81102		373			
NHL All-Star Hockey 98	MK81122-50		373			
NHL All-Star Hockey 98	81122		373			

Title	Model	R	Pg.	C	I	B
NHL Powerplay	T-7013H-50		373			
NHL Powerplay '96	T-7012G		373			
NHL Powerplay '96	T-7012G (SK) (T-7012G)		373			
NHL Powerplay '96	T-7013H		373			
Night Striker S	T-19901G		374			
Night Warriors - Darkstalkers' Revenge	193296		375			
Night Warriors - Darkstalkers' Revenge	T-7009H-50		375			
Night Warriors - Darkstalkers' Revenge	T-1208H		375			
Nightruth Explanation of the paranormal "Futatsu dake no Shinjitsu"	T-36201G		378			
Nightruth Explanation of the paranormal "Maria"	T-20206G		378			
Nightruth Explanation of the paranormal #01 "Yami no Tobira"	T-20204G		378			
Nightruth Explanation of the paranormal Making of Nightruth II ~Voice Selection~	T-20205G		379			
Nightruth Explanation of the Paranormal Nightruth Voice Selection ~Radio Drama-hen~	T-20207G		379			
Nightruth Explanation of the Paranormal The Making of Nightruth	T-20203G		379			
Nights Into Dreams...	193226		380			
Nights Into Dreams...	MK81020-50		380			
Nights Into Dreams...	GS-9046		380			
Nights Into Dreams...	GS-9608J (MK-81020-08)		380			
Nights Into Dreams...	81020		380			
Nights Into Dreams... *(Satakore)*	GS-9148		380			
Nights Into Dreams... *(Teugbyeol Hanjeongpan Samsung Multi Pad Set)*	GS-9608J2		380			
Nights Into Dreams... *(Tokubetsu Genteiban Sega Multi Controller Set)*	GS-9095		380			
Nights Into Dreams... + 3D Control Pad	MK81048-50		380			
Nights Into Dreams... with 3D Control Pad	81048 -81605		380			
Nihon Pro Maajan Renmei Kounin Doujou Yaburi	T-18714G		374			
Nile-gawa no Yoake	T-9106G		374			
Ninja Jajamaru-kun ~Onigiri Ninpouchou~ Gold	T-5709G		384			
Ninkuu ~Tsuyokina Yatsura no Daigekitotsu!~	GS-9036		384			
Ninpen Manmaru	T-35502G		384			
Nippon Daihyou Team no Kantoku ni Narou! Sekaihatsu Soccer RPG	T-35504G		385			
Nissan Collections Skyline	GS-7005		385			
Nissan Collections Terrano & Primera	GS-7004		385			
Nissan Presents Over Drivin' GT-R	T-10613G		386			
Nissan Presents Over Drivin' GT-R *(Premium Pack S-20 Engine Tokusei Key Holder-tsuki)*	T-10615G		386			
Nobunaga no Yabou Returns	T-7614G		386			
Nobunaga no Yabou Sengoku Gunyuuden	T-7658G		386			
Nobunaga no Yabou Shouseiroku	T-7664G		387			
Nobunaga no Yabou Tenshouki	T-7605G		387			
Nobunaga no Yabou Tenshouki with Power-Up Kit	T-7643G		387			
Noël 3	T-22206G		388			

Title	Model	R	Pg.	C	I	B
Noël 3 *(Shokai Genteiban)*	T-22205G	●	388			
Nonomura Byouin no Hitobito	T-28001G	●	388			
Noon	T-5206G	●	389			
Norse by Norsewest - The Return of The Lost Vikings	T-12522H		307			
NRJ Le Duo Saturn	NRJDUOFR2431		238			
O-chan no Oekaki Logic	T-1508G	●	390			
Ochige Designer Tsukutte pon!	T-9108G	●	390			
Off-World Interceptor Extreme	T-15908H-50		391			
Off-World Interceptor Extreme	T-15901G	●	391			
Off-World Interceptor Extreme	T-15908H		391			
Ojousama Tokkyuu	T-27803G	●	390			
Ojousama wo Nerae!!	T-38101G	●	392			
Okudera Yasuhiko no Sekai wo Mezase! Soccer Kids ~ Nyuumon-hen	T-26001G	●	392			
Olympic Soccer	T-7904H-50		392			
Olympic Soccer	T-7904H-09		392			
Olympic Soccer	T-7904H-18		392			
Olympic Soccer	T-7304G	●	392			
Olympic Soccer	T-7904H		392			
Omakase! Savers	GS-9030	●	393			
OoEdo Renaissance	T-9104G	●	393			
Oracle no Houseki	T-1511G	●	261			
Ousama Game	T-21904G	●	393			
OutRun	GS-9110	●	32			
P.T.O. II - Pacific Theater of Operations II	191506		394			
P.T.O. II - Pacific Theater of Operations II	T-7604H		394			
Pachinko Hall Shinsou Daikaiten	T-37501G	●	394			
Pachislot Kanzen Kouryaku Uni-Colle'97 *(Universal Collection)*	T-36501G	●	394			
Pad Nifty	GS-7101	●	232			
Pad Nifty 1.1 & Habitat II	GS-7109	●	232			
Pandemonium!	MK81090-50		395			
Pandemonium!	T-15914H		395			
Paneltia Story ~Kerun no Daibouken~	T-21510G	●	396			
Panic-chan	T-15010G	●	397			
Panic-chan *(Genteiban)*	T-15029G	●	397			
Panzer Dragoon	192016		398			
Panzer Dragoon	MK81009-50		398			
Panzer Dragoon	GS-9015	●	398			
Panzer Dragoon	GS-9502J (MK-81009-08)		398			
Panzer Dragoon						
Panzer Dragoon	81009		398			
Panzer Dragoon I & II	GS-9124	●	237			
Panzer Dragoon Saga	MK81307-50		402			
Panzer Dragoon Saga	81307		402			
Panzer Dragoon Zwei	192146		404			
Panzer Dragoon Zwei	MK81022-50		404			
Panzer Dragoon Zwei	GS-9049	●	404			

Title	Model	R	Pg.	C	I	B
Panzer Dragoon Zwei	81022		404			
Pappara Paoon	T-23201G		397			
Parodius	T-9501H-50		406			
Pastel Muses	T-30602G		397			
PD Ultraman Link	T-13304G		407			
Pebble Beach Golf Links	MK81101-50		407			
Pebble Beach Golf Links	81101		407			
Pebble Beach Golf Links ~Stadler ni Chousen~	GS-9006		407			
PGA Tour 97	T-5011H-50		410			
PGA Tour 97	T-10619G		410			
PGA Tour 97	T-5011H		410			
Phantasm	T-36001G		408			
Phantasy Star Collection	GS-9186		34			
Photo CD Operating System	MK81681-50		410			
Photo Genic	T-1525G		410			
Pia Carrot he Youkoso!! ~We've Been Waiting For You~	T-19719G		411			
Pia Carrot he Youkoso!! ~We've Been Waiting For You~ *(Shokai Genteiban)*	T-19708G		411			
Pia Carrot he Youkoso!! 2	T-20114G		411			
Pinball Graffiti	T-6011H-50		411			
Pinball Graffiti	T-9101G		411			
Planet Joker	T-18711G		412			
Playboy Karaoke Collection Volume 1	T-2303G		416			
Playboy Karaoke Collection Volume 2	T-2304G		416			
Pocket Fighter	T-1230G		412			
Policenauts	T-9510G		418			
Popoitto Hebereke	T-1504G		231			
Power Drift	GS-9181		33			
Powerslave	T-13205H		416			
Primal Rage	T-4802H-50		417			
Primal Rage	T-18614G		417			
Primal Rage	T-4802H		417			
Princess Crown	T-14418G		420			
Princess Crown *(Satakore)*	T-14425G		420			
Princess Maker ~Yumemiru Yousei~	T-35101G		421			
Princess Maker 2	T-5201G		421			
Princess Maker 2 *(Satakore)*	T-5203G		421			
Princess Quest	T-24603G		426			
Princess Quest *(Shokai Gentei Trading Card-iri)*	T-24604G		426			
Prisoner of Ice ~Jashin Kourin~	T-26112G		426			
Private Idol Disc Data-hen Race Queen F	T-30805G		422			
Private Idol Disc Data-hen Race Queen G	T-30806G		422			
Private Idol Disc Tokubetsu-hen Campaign Girl '97	T-30808G		422			
Private Idol Disc Tokubetsu-hen CosPlayers	T-30804G		422			
Private Idol Disc Tokubetsu-hen Kogal Dai-hyakka 100	T-30807G		422			
Private Idol Disc Vol.1 ~Kinoshita Yuu~	T-30801G		424			
Private Idol Disc Vol.2 ~Uchiyama Miki~	T-30802G		424			

Title	Model	R	Pg.	C	I	B
Private Idol Disc Vol.3 ~Ooshima Akemi~	T-30803G	●	424			
Private Idol Disc Vol.4 ~Kuroda Mirei~	T-30809G	●	424			
Private Idol Disc Vol.5 ~Fujisaki Nanako~	T-30811G	●	425			
Private Idol Disc Vol.6 ~Yoshida Satomi~	T-30813G	●	425			
Private Idol Disc Vol.7 ~Asou Kaori~	T-30814G	●	425			
Private Idol Disc Vol.8 ~Furukawa Emiko~	T-30815G	●	425			
Private Idol Disc Vol.9 ~Nagamatsu Keiko~	T-30816G	●	425			
Private Idol Disc Vol.10 ~Masaki Mai~	T-30817G	●	425			
Private Idol Disc Vol.11 ~Hirose Mayumi~	T-30818G	●	425			
Pro Maajan Kiwame S	T-16801G	●	428			
Pro Maajan Kiwame S *(Satakore)*	T-16807G	●	428			
Pro Shinan Maajan Tsuwamono	T-38501G	●	429			
Pro Yakyuu Greatest Nine '97	GS-9139	●	427			
Pro Yakyuu Greatest Nine '97 Make Miracle	GS-9171	●	427			
Pro Yakyuu Greatest Nine '98	GS-9185	●	427			
Pro Yakyuu Greatest Nine '98 *(Satakore)*	GS-9208	●	427			
Pro Yakyuu Greatest Nine '98 Summer Action	GS-9202	●	428			
Pro Yakyuu Team mo Tsukurou!	GS-9165	●	428			
Pro-Pinball	T-12520H	🇺🇸	429			
Pro-Pinball - The Web	T-30701H-50	🇪🇺	429			
Pu Li Ru La Arcade Gears	T-26106G	●	432			
Pup-Breeder	T-29301G	●	431			
Purikura Daisakusen	T-14409G	●	431			
Puyo Puyo Sun	T-6603G	●	432			
Puyo Puyo Sun *(Satakore)*	T-6609G	●	432			
Puyo Puyo Sun for SegaNet	GS-7111	●	432			
Puyo Puyo Tsuu	T-6601G	●	433			
Puyo Puyo Tsuu *(Satakore)*	T-6604G	●	433			
Puzzle Bobble 2X	T-1106G	●	81			
Puzzle Bobble 2X & Space Invaders	T-1111G	●	238			
Puzzle Bobble 2X *(Satakore)*	T-1114G	●	81			
Puzzle Bobble 3	T-1109G	●	81			
Puzzle Bobble 3 for SegaNet	GS-7113	●	81			
Pyon Pyon Kyaruru no Maajan Biyori	T-31101G	●	433			
Quake	191286	🇧🇷	436			
Quake	MK81066-50	🇪🇺	436			
Quake	81066	🇺🇸	436			
Quantum Gate I ~Akumu no Joshou~	T-18502G	●	438			
Quarterback Attack	T-16213H	🇺🇸	439			
Quiz Nanairo Dreams Nijiirochou no Kiseki	T-1220G	●	440			
QuoVadis	T-17401G	●	440			
QuoVadis 2 ~Wakusei Kyoushuu Ovan Rei~	T-17402G	●	440			
R?MJ The Mystery Hospital	T-13322G	●	442			
Rabbit	T-10610G	●	442			
Race Drivin'	T-4802G	●	442			
Radiant Silvergun	T-32902G	●	443			

Title	Model	R	Pg.	C	I	B
Rampage World Tour	191x39		444			
Rampage World Tour	T-25416H-50		444			
Rampage World Tour	T-9708H		444			
Rampo	GS-9011		444			
Rayman	191046		445			
Rayman	T-17701H-50		445			
Rayman	T-17701G		445			
Rayman	T-17701H		445			
Real Bout Garou Densetsu	T-3105G		446			
Real Bout Garou Densetsu Best Collection	T-3124G		238			
Real Bout Garou Densetsu Special	T-3117G		447			
Real Bout Garou Densetsu Special *(Kakuchou Ram Cartridge-tsuki Okaidoku Set!!)*	T-3119G		447			
Real Maajan Adventure "Umi he" ~Summer Waltz~	T-16511G		448			
Real Maajan Adventure "Umi he" ~Summer Waltz~ P's Club Genteiban	T-16512G		448			
Real Sound ~Kaze no Regret~	T-30002G		448			
Refrain Love ~Anata ni Aitai~	T-5308G		444			
Resident Evil	191386		452			
Resident Evil	MK81092-50		452			
Resident Evil	T-1221H		452			
Resurrection Rise 2	T-8114H-50		456			
Resurrection Rise 2	T-8114H		456			
Return to Zork	T-23401G		449			
Revolution X - Music is the Weapon	T-8107H-50		449			
Revolution X - Music is the Weapon	T-8107H-50G		449			
Revolution X - Music is the Weapon	T-8106G		449			
Revolution X - Music is the Weapon	T-8107H		449			
Riglord Saga	GS-9021		364			
Riglord Saga 2	GS-9084		448			
Rise of the Robot 2 ~Resurrection Rise 2~	T-8104G		456			
Riven A Sequência de Myst	191546		456			
Riven The Sequel to Myst	MK81801-50		456			
Riven The Sequel to Myst	T-35503G		456			
Road & Track Presents The Need For Speed	193246		457			
Road & Track Presents The Need For Speed	T-5009H-50		457			
Road & Track Presents The Need For Speed	T-5009H		457			
Road Rash	193176		458			
Road Rash	T-5008H-50 (T-5008-50)		458			
Road Rash	T-10609G		458			
Road Rash	T-5008H		458			
Robo Pit	T-10002H-50		459			
Robo Pit	T-16603G		459			
Robo Pit	T-10002H		459			
Robotica	T-8104H		460			
Robotica - Cybernation Revolt	MK81008-50		460			

Title	Model	R	Pg.	C	I	B
Rockman 8 ~Metal Heroes~	T-1214G	●	340			
Rockman 8 ~Metal Heroes~ *(Satakore)*	T-1237G	●	340			
Rockman X3	T-1210G	●	342			
Rockman X4	T-1221G	●	344			
Rockman X4 *(Satakore)*	T-1243G	●	344			
Rockman X4 *(Special Limited Pack)*	T-1222G	●	344			
Romance of the Three Kingdoms IV - Wall of Fire	T-7601H		460			
Ronde	T-14415G	●	461			
Roommate ~Inoue Ryouko~	T-19502G	●	462			
Roommate ~Ryouko in Summer Vacation~	T-19506G	●	462			
Roommate ~Ryouko in Summer Vacation~ *(Shokai Genteiban)*	T-19504G	●	462			
Roommate 3 ~Ryouko Kaze no Kagayaku Asa ni~	T-19507G	●	462			
Roommate Inoue Ryouko ~Complete Box~	T-19510G	●	238			
Roommate W ~Futari~	T-19508G	●	463			
Rouka ni Ichidanto R	GS-9043	●	33			
Rox 6=Six	T-16612G	●	461			
Ruriiro no Yuki	T-19716G	●	464			
Ruriiro no Yuki *(Shokai Gentei!! Original Hologram Seal-tsuki)*	T-19722G	●	464			
Ryougae Puzzle Game Moudjiya	T-7010G	●	463			
Ryouko no Oshaberi Room	T-19509G	●	463			
Ryouri no Tetsujin ~Kitchen Stadium Tour~	T-21702G	●	464			
Ryuuteki Gosennen ~Dragons of China~	T-15025G	●	464			
Sakamoto Ryouma ~Ishin Kaikoku~	T-19709G	●	18			
Sakura Taisen	GS-9037	●	10			
Sakura Taisen *(Fukkokuban)*	GS-9151	●	10			
Sakura Taisen *(Satakore)*	GS-9191	●	10			
Sakura Taisen *(Tokubetsu Genteiban A type)*	GS-9115	●	10			
Sakura Taisen *(Tokubetsu Genteiban B type)*	GS-9117	●	10			
Sakura Taisen 2 ~Kimi, Shinitamou Koto Nakare~	GS-9198	●	16			
Sakura Taisen 2 ~Kimi, Shinitamou Koto Nakare~ *(Shokai Tokutenban)*	GS-9169	●	16			
Sakura Taisen Hanagumi Taisen Columns	GS-9138	●	17			
Sakura Taisen Hanagumi Tsuushin	GS-9134	●	17			
Sakura Taisen Jouki Radio Show	GS-9160	●	17			
Sakura Taisen Teigeki Graph ~Teigeki Graph in Sakura Wars~	T-32602G	●	18			
Sakura Tsuushin	T-38401G	●	18			
Salamander Deluxe Pack Plus	T-9520G	●	19			
Samurai Spirits Amakusa Kourin	T-3116G	●	20			
Samurai Spirits Amakusa Kourin *(Kakuchou Ram Doukon Okaidoku Set!!)*	T-3118G	●	20			
Samurai Spirits Best Collection	T-3123G	●	239			
Samurai Spirits Zankurou Musouken	T-3106G	●	20			
Samurai Spirits Zankurou Musouken *(Kakuchou Ram Cartridge-tsuki Okaidoku Set!!)*	T-3104G	●	20			
Sangokushi Eiketsuden	T-7613G	●	21			
Sangokushi Eiketsuden	T-7603H-16		21			
Sangokushi Eiketsuden	T-7603H-11		21			
Sangokushi Eiketsuden *(Premium Pack)*	T-7652G	●	21			

Title	Model	R	Pg.	C	I	B
Sangokushi IV	T-7601G	●	460			
Sangokushi IV	T-7601H-08	🇰🇷	460			
Sangokushi IV	T-7601H-16	🇹🇼	460			
Sangokushi IV	T-7601H-11	🇭🇰	460			
Sangokushi IV *(Koei Best Collection)*	T-7669G	●	460			
Sangokushi IV *with Power-Up Kit*	T-7644G	●	460			
Sangokushi Koumeiden	T-7629G	●	21			
Sangokushi Koumeiden *(Premium Pack)*	T-7651G	●	21			
Sangokushi Returns	T-7617G	●	22			
Sangokushi V	T-7623G	●	22			
Sangokushi V	T-7606H-16	🇹🇼	22			
Sangokushi V	T-7606H-11	🇭🇰	22			
Sangokushi V *(Premium Pack)*	T-7648G	●	22			
Sankyo Fever Jikki Simulation S	T-32101G	●	23			
Sankyo Fever Jikki Simulation S *(Genteiban)*	T-32102G	●	23			
Sankyo Fever Jikki Simulation S *(Satakore)*	T-32104G	●	23			
Sankyo Fever Jikki Simulation S Vol.2	T-32103G	●	23			
Sankyo Fever Jikki Simulation S Vol.3	T-32105G	●	23			
Sankyo Fever Jikki Simulation S Vol.3 *Bonus Pack*	T-32106G	●	23			
Saturn Bomberman	MK81070-50	🇪🇺	24			
Saturn Bomberman	T-14302G	●	24			
Saturn Bomberman	81070	🇺🇸	24			
Saturn Bomberman *(Party Pac)*	T-14313G	●	24			
Saturn Bomberman *(Satakore)*	T-14314G	●	24			
Saturn Bomberman Fight!!	T-14321G	●	25			
Saturn Bomberman for SegaNet	T-14305G	●	25			
Saturn Music School	T-32801G	●	24			
Saturn Music School *(MIDI Keyboard Doukon Special Pack)*	T-32802G	●	24			
Saturn Music School 2	T-32803G	●	24			
Savaki	T-5208G	●	22			
Scorcher	192126 -192106	🇧🇷	19			
Scorcher	MK81214-50	🇪🇺	19			
Scorcher	T-8128G	●	19			
Scorcher	81214	🇺🇸	19			
Scud - The Disposable Assassin	14003	🇺🇸	25			
SD Gundam G Century S	T-13324G	●	26			
Sea Bass Fishing	T-6009H-50	🇪🇺	26			
SeaBass Fishing	T-6005G	●	26			
SeaBass Fishing 2	T-6011G	●	26			
SeaBass Fishing 2 *(Satakore)*	T-9114G	●	26			
Sega Ages	T-12707H	🇺🇸	27			
Sega Ages Memorial Selection VOL.1	GS-9135	●	28			
Sega Ages Memorial Selection VOL.2	GS-9163	●	28			
Sega Ages Vol.1	MK81604-50	🇪🇺	27			
Sega International Victory Goal	GS-9044	●	37			

Title	Model	R	Pg.	C	I	B
Sega Rally Championship	193076		36			
Sega Rally Championship	MK81207-50		36			
Sega Rally Championship	GS-9047		36			
Sega Rally Championship	GS-9506J (MK-81207-08)		36			
Sega Rally Championship	80012		36			
Sega Rally Championship	81207		36			
Sega Rally Championship Plus	GS-9116		36			
Sega Rally Championship Plus *(Satakore)*	GS-9149		36			
Sega Rally Championship Plus Net Link Edition	81215		36			
Sega Saturn CG Collection	GS-7001		232			
Sega Saturn de Hakken!! Tamagocchi Park	T-13325G		37			
Sega Saturn Denshi Book Operator	HSS-0120		233			
Sega Saturn FDD Operator *(Sega Saturn Floppy Disc Drive Operator)*	HSS-0128 (610-6276)		---			
Sega Saturn Internet 2	T-31302G		233			
Sega Saturn Internet Vol.1	T-31301G (610-6280)		233			
Sega Saturn Photo CD Operator	HSS-0121		410			
Sega Saturn-you Word Processor Keyboard Set *[EGWORD Ver 1.02]*	T-7626G-1		38			
Sega Saturn-you Word Processor Set *[EGWORD]*	T-7626G		38			
Sega Saturn-you Word Processor Set *(Digital Camera Taiouban) [EGWORD Ver 2.00]*	T-7641G		38			
Sega Saturn-you Word Processor Upgrade Kit *(Digital Camera Taiouban) [EGWORD Ver 2.00]*	T-7642G		38			
Sega Touring Car Championship	191296		38			
Sega Touring Car Championship	MK81216-50		38			
Sega Touring Car Championship	GS-9164		38			
Sega Touring Car Championship	81216		38			
Sega Worldwide Soccer '97	193346		39			
Sega Worldwide Soccer '97	MK81112-50		39			
Sega Worldwide Soccer '97	81112		39			
Sega Worldwide Soccer '98	GS-9187		39			
Sega Worldwide Soccer '98 Club Edition	MK81123-50		39			
Segata Sanshirou Shinken Yuugi	GS-9204		38			
Seifuku Densetsu Pretty Fighter X	T-15001G		44			
Seikai-Risshiden ~Yoi Kuni - Yoi Seiji~	T-18005G		40			
Seireki 1999 ~Pharaoh no Fukkatsu~	T-18001G		416			
Sekai no Shasou kara I Swiss-hen ~Alps Tozantetsudou no Tabi~	T-32201G		40			
Sengoku Blade	T-14410G		40			
Senken Kigyouden	T-37401G		41			
Senkutsu Katsuryuu Taisen Chaos Seed	T-30902G		41			
Senkutsu Katsuryuu Taisen Chaos Seed *(Satakore)*	T-30904G		41			
Senryaku Shougi	T-10604G		41			
Sentimental Graffiti	T-20106G		42			
Sentimental Graffiti ~First Window~	T-20111G		42			

Title	Model	R	Pg.	C	I	B
Sento Monogatari Sono I	T-6801G	●	42			
Sexy Parodius	T-9514G	●	45			
Shadows of the Tusk	T-14319G	●	45			
Shanghai ~Banri no Choujou~	T-1505G	●	46			
Shanghai ~Banri no Choujou~ *(Satakore)*	T-1527G	●	46			
Shanghai: Great Moments	T-1512G	●	46			
Shanghai: Triple-Threat	T-13001H		46			
She'sn	T-19717G	●	46			
ShellShock	T-11502H-50		47			
ShellShock	T-11502H-09		47			
ShellShock	T-11502H-18		47			
ShellShock	T-10607G	●	47			
ShellShock	T-7901H		47			
Shichisei Toushin Guyferd ~Crown Kaimetsu Sakusen~	T-1242G	●	47			
Shichuu Suimei Pitagraph	T-19501G	●	47			
Shienryuu	T-29102G	●	50			
Shin Kaitei Gunkan ~Koutetsu no Kodoku~	T-2105G	●	50			
Shin Megami Tensei Devil Summoner	T-14403G	●	52			
Shin Megami Tensei Devil Summoner *(Satakore)*	T-14417G	●	52			
Shin Megami Tensei Devil Summoner ~Akuma Zensho~	T-14406G	●	53			
Shin Megami Tensei Devil Summoner Special Box	T-14408G	●	239			
Shin Shinobi Den	GS-9010	●	60			
Shin Theme Park	T-10618G	●	50			
Shingata Kururin Pa!	T-24202G	●	51			
Shining Force III	MK81383-50		54			
Shining Force III	81383		54			
Shining Force III Scenario 1 ~Outo no Kyoshin~	GS-9175	●	54			
Shining Force III Scenario 2 ~Nerawareta Miko~	GS-9188	●	55			
Shining Force III Scenario 3 ~Hyouheki no Jashinguu~	GS-9203	●	55			
Shining the Holy Ark	MK81306-50		56			
Shining the Holy Ark	T-33101G	●	56			
Shining the Holy Ark	81306		56			
Shining Wisdom	MK81381-50		59			
Shining Wisdom	GS-9057	●	59			
Shining Wisdom	T-12702H		59			
Shinobi Legions	191x66		60			
Shinobi Legions	T-2301H		60			
Shinobi-X	MK81082-50		60			
Shinouken	T-3113G	●	51			
Shinpi no Sekai El-Hazard	T-22203G	●	37			
Shinpi no Sekai El-Hazard	T-26803H-08		37			
Shinpi no Sekai El-Hazard *(Shokai Tokuten Gouka Box Shiyou & Himitsu Book-tsuki)*	T-22202G	●	37			
Shinrei Jusatsushi Taroumaru	T-4804G	●	51			
Shinseiki Evangelion	GS-9051	●	61			
Shinseiki Evangelion *(Shin Package)*	GS-9141	●	61			

Title	Model	R	Pg.	C	I	B
Shinseiki Evangelion ~Eva to Yukaina Nakama-tachi~	T-35103G	●	64			
Shinseiki Evangelion 2nd Impression	GS-9129	●	61			
Shinseiki Evangelion Digital Card Library	GS-9159	●	64			
Shinseiki Evangelion Koutetsu no Girlfriend	GS-9194	●	64			
Shinsetsu Samurai Spirits Bushidou Retsuden	T-3112G	●	65			
Shinsetsu Yumemi Yakata ~Tobira no Oku ni Dareka ga...~	GS-9005	●	327			
Shippuu Mahou Daisakusen	T-18506G	●	66			
Shiroki Majo ~Mouhitotsu no Eiyuu Densetsu~	T-14322G	●	66			
Shockwave Assault	191x74	🇧🇷	66			
Shockwave Assault	T-5005H-50	🇪🇺	66			
Shockwave Assault	T-5005H	🇺🇸	66			
Shougi Matsuri	T-16502G	●	67			
Shoujo Kakumei Utena ~Itsuka Kakumei Sareru Monogatari~	GS-9182	●	67			
Shouryuu Sangoku Engi	T-15009G	●	67			
Shukudai ga Tanto R	GS-9042	●	29			
Shunsai	T-18703G	●	68			
Shusse Maajan Daisettai	T-24902G	●	68			
Shutokou Battle '97 ~Tsuchiya Keiichi & Bandou Masaaki~	T-15019G	●	68			
Shutsudou! Mini-skirt Police	T-30810G	●	69			
Shutsudou! Mini-skirt Police *(Shokai Gentei Double Tokuten)*	T-30812G	●	69			
Side Pocket 2 ~Densetsu no Hustler~	T-1301G	●	69			
Side Pocket 3	T-1314G	●	69			
Side Pocket 3 *(Satakore)*	T-1319G	●	69			
Silhouette Mirage	T-32901G	●	70			
Silhouette Mirage *(Satakore)*	T-32903G	●	70			
Sim City 2000	191x75	🇧🇷	71			
Sim City 2000	MK81580-50	🇪🇺	71			
Sim City 2000	GS-9027	●	71			
Sim City 2000	T-12601H	🇺🇸	71			
Simulation RPG Tkool	T-2106G	●	70			
Simulation Zoo	T-18611G	●	72			
Skeleton Warriors	T-7018H-50	🇪🇺	72			
Skeleton Warriors	T-13204 H	🇺🇸	72			
Skull Fang -Kuuga Gaiden-	T-1311G	●	72			
Sky Target	MK81051-50	🇪🇺	73			
Sky Target	GS-9103	●	73			
Sky Target	81051	🇺🇸	73			
Slam'n Jam '96 featuring Magic & Kareem	191x84	🇧🇷	73			
Slam'n Jam '96 featuring Magic & Kareem	T-15902H-50	🇪🇺	73			
Slam'n Jam '96 featuring Magic & Kareem	T-15905G	●	73			
Slam'n Jam '96 featuring Magic & Kareem *Signature Edition*	T-15902H	🇺🇸	73			
Slayers Royal	T-27903G	●	74			
Slayers Royal 2	T-27907G	●	74			
Snatcher ~Cyber Punk Adventure~	T-9508G	●	76			
Sokkou Seitokai	T-20611G	●	73			
Sol Divide	T-14423G	●	75			

Title	Model	R	Pg.	C	I	B
Solar Eclipse	T-15911H		75			
Söldnerschild	GS-9155		78			
Solo Crisis	T-23501G		78			
Sonic 3D Blast	193376		80			
Sonic 3D Blast	81062		80			
Sonic 3D Flickies' Island	MK81062-50		80			
Sonic 3D Flickies' Island	GS-9143		80			
Sonic Jam	191276		82			
Sonic Jam	MK81079-50		82			
Sonic Jam	GS-9147		82			
Sonic Jam	81079		82			
Sonic Jam *(Satakore)*	GS-9200		82			
Sonic R	191306		84			
Sonic R	MK81800-50		84			
Sonic R	GS-9170		84			
Sonic R	81800		84			
Sonic Wings Special	T-26402G		79			
Sorvice	T-16609G		78			
Sotsugyou Album	T-10504G		89			
Sotsugyou Crossworld	T-10503G		89			
Sotsugyou II Neo Generation	T-5301G		88			
Sotsugyou III Wedding Bell	T-10505G		88			
Sotsugyou III Wedding Bell *(Shokai Gentei!)*	T-10506G		88			
Sotsugyou S	T-20103G		88			
Soukuu no Tsubasa ~Gotha World~	T-2205G		79			
Soukyuu Gurentai	T-10616G		79			
Soukyuu Gurentai Otokuyou	T-10626G		79			
Sound Novel Machi	T-34001G		90			
Sound Novel Tkool 2	T-2108G		90			
Sound Qube	T-4318G		89			
Soviet Strike	191x44		92			
Soviet Strike	T-5013H-50		92			
Soviet Strike	T-5013H-09		92			
Soviet Strike	T-5013H-18		92			
Soviet Strike	T-10621G		92			
Soviet Strike	T-5013H		92			
Space Harrier	GS-9108		29			
Space Harrier *(Gentei Special Pack)*	GS-9111		29			
Space Hulk - Vengeance of the Blood Angels	191x21		91			
Space Hulk - Vengeance of the Blood Angels	T-5007H-50		91			
Space Hulk - Vengeance of the Blood Angels	T-5007H		91			
Space Invaders	T-1107G		90			
Space Jam	T-8125H-50		94			
Space Jam	T-8119G		94			
Space Jam	T-8125H		94			
Special Disc with Sega Saturn Internet 2	T-31303G		233			

Title	Model	R	Pg.	C	I	B
Special Gift Pack	T-21509G	●	239			
Spot Goes to Hollywood	T-7001H-50	★	94			
Spot Goes to Hollywood	T-7014G	●	94			
Spot Goes to Hollywood	T-7001H	★	94			
Stakes Winner ~GI Kanzen Seiha he no Michi~	T-3107G	●	95			
Stakes Winner 2 ~Saikyouba Densetsu~	T-3115G	●	95			
Standby Say You! (Shokai Gentei Special Package 1)	T-4309G	●	95			
Standby Say You! (Shokai Gentei Special Package 2)	T-4312G	●	95			
Standby Say You! (Shokai Gentei Special Package 3)	T-4311G	●	95			
Star Fighter	T-8135H	★	96			
StarFighter 3000	T-29701H-50	★	96			
StarFighter 3000	T-15012G	●	96			
Steam-Heart's	T-32502G	●	97			
SteamGear Mash	T-10301G	●	97			
Steeldom	T-1805G	●	96			
Steeldom *(Taisen Cable Doukonban)*	T-1806G	●	96			
Steep Slope Sliders	191x15	★	98			
Steep Slope Sliders	MK81128-50	★	98			
Steep Slope Sliders	T-9112G	●	98			
Steep Slope Sliders	81128	★	98			
Steep Slope Sliders *(Satakore)*	T-9116G	●	98			
Stellar Assault SS	T-4403G	●	98			
Strahl ~Himerareshi Nanatsu no Hikari~	T-20501G	●	99			
Street Fighter Alpha - Warriors' Dreams	T-7008H-50	★	102			
Street Fighter Alpha - Warriors' Dreams	T-1206H	★	102			
Street Fighter Alpha 2	191x57	★	104			
Street Fighter Alpha 2	T-7026H-50	★	104			
Street Fighter Alpha 2	T-1213H	★	104			
Street Fighter Collection	191446	★	106			
Street Fighter Collection	T-7033H-50	★	106			
Street Fighter Collection	T-1223G	●	106			
Street Fighter Collection	T-1222H	★	106			
Street Fighter II Movie	T-1204G	●	107			
Street Fighter Real Battle on Film	T-1201G	●	107			
Street Fighter The Movie	T-8105H-50	★	107			
Street Fighter The Movie	T-8105H	★	107			
Street Fighter Zero	193286	★	102			
Street Fighter Zero	T-1206G	●	102			
Street Fighter Zero 2	T-1212G	●	104			
Street Fighter Zero 2' *(Satakore)*	T-1244G	●	104			
Street Fighter Zero 3	T-1247G	●	105			
Street Fighter Zero 3 *(Kakuchou Ram Cartridge 4MB Fuzoku)*	T-1246G	●	105			
Street Racer	T-17702H-50	★	108			
Street Racer Extra	T-17702G	●	108			
Striker '96	T-8133H-50	★	109			
Striker '96	T-8114G	●	109			

Title	Model	R	Pg.	C	I	B
Striker '96	T-8133H	🇺🇸	109			
Strikers 1945	T-14407G	●	110			
Strikers 1945 II	T-20402G	●	110			
Suchie-Pai Adventure Doki Doki Nightmare	T-5713G	●	109			
Suchie-Pai Adventure Doki Doki Nightmare *Special Package-ban*	T-5715G	●	109			
Sugobencha ~Dragon Master Silk Gaiden~	T-19505G	●	109			
Suiko Enbu	T-1302G	●	125			
Suiko Enbu ~Fuuun Saiki~	T-1305G	●	111			
Suikoden ~Tenmei no Chikai~	T-7624G	●	111			
Suikoden ~Tenmei no Chikai~ *(Premium Pack)*	T-7655G	●	111			
Suikoden Tendou 108 Sei	T-7656G	●	111			
Super Adventure Rockman	T-1241G	●	112			
Super Adventure Rockman *(Recalled)*	T-1225G	●	112			
Super Casino Special	T-7306G	●	113			
Super Puzzle Fighter II Turbo	T-7030H-50	🇪🇺	113			
Super Puzzle Fighter II Turbo	T-1215H	🇺🇸	113			
Super Puzzle Fighter II X	T-1213G	●	113			
Super Real Maajan Graffiti	T-16504G	●	114			
Super Real Maajan Graffiti P's Club Genteiban	T-16506G	●	114			
Super Real Maajan P V	T-16501G	●	114			
Super Real Maajan P V P's Club Genteiban	T-16503G	●	114			
Super Real Maajan P VI	T-16507G	●	114			
Super Real Maajan P VI P's Club Genteiban	T-16508G	●	114			
Super Real Maajan P7	T-16509G	●	115			
Super Real Maajan P7 P's Club Genteiban	T-16510G	●	115			
Super Robot Taisen F	T-20610G	●	115			
Super Robot Taisen F Kanketsuhen	T-20612G	●	115			
Super Tempo	T-26413G	●	116			
Swagman	T-11507H-50	🇪🇺	116			
Sword & Sorcery	T-5202G	●	116			
Sword & Sorcery *(Satakore)*	T-5207G	●	116			
Tactical Fighter	T-21402G	●	118			
Tactics Formula	T-34101G	●	118			
Tactics Ogre	T-5306G	●	120			
Tadaima Wakusei Kaitakuchuu!	T-16602G	●	118			
Taiheiyou no Arashi 2 ~Shippuu no Moudou~	T-15018G	●	119			
Taiheiyou no Arashi 2 ~Shippuu no Moudou~ *(Shokai Gentei Premium Box)*	T-15024G	●	119			
Taikou Risshiden II	T-7618G	●	119			
Taikou Risshiden II *(Koei Best Collection)*	T-7667G	●	119			
Taikou Risshiden II *(Premium Pack)*	T-7653G	●	119			
Taikyoku Shougi Kiwame II	T-29001G	●	119			
Taito Chase H.Q. + S.C.I.	T-1105G	●	122			
Taklamakan ~Tonkou Denki~	T-25102G	●	123			
Tama ~Adventurous Ball in Giddy Labyrinth~	T-4801G	●	123			
Tanjou S ~Debut~	T-20101G	●	123			

Title	Model	R	Pg.	C	I	B
Tantei Jinguuji Saburou ~Mikan no Report~	T-1307G		124			
Tantei Jinguuji Saburou ~Yume no Owari ni~	T-1316G		124			
Techno Motor	T-37601G		124			
Techno Motor *(Satakore)*	T-37602G		124			
Teitoku no Ketsudan II	T-7607G		394			
Teitoku no Ketsudan III	T-7640G		125			
Teitoku no Ketsudan III *(Premium Pack)*	T-7654G		125			
Teitoku no Ketsudan III *with Power-Up Kit*	T-7661G		125			
Tekkyuu True Pinball	T-18505G		158			
Tempest 2000	T-12516H-50		125			
Tempest 2000	T-12516H		125			
Ten Pin Alley	T-13705H		126			
Tenant Wars	T-19707G		126			
Tenchi Muyou! Mimiri Onsen ~Yukemuri no Tabi~	T-21802G		127			
Tenchi Muyou! Rensa Hitsuyou	T-22204G		127			
Tenchi Muyou! Ryououki Gokuraku CD-ROM for Sega Saturn	T-21801G		127			
Tenchi Muyou! Toukou Muyou ~Aniraji Collection~	T-26103G		128			
Tenchi wo Kurau II ~Sekiheki no Tatakai~	T-1207G		128			
Tengai Makyou Dai-yon no Mokushiroku - The Apocalypse IV	T-14301G		129			
Tenka Seiha	T-15030G		128			
Tennis Arena	T-17703G		129			
Terra Cresta 3D	T-7102G		130			
Terra Phantastica	GS-9054		130			
Terra Phantastica *(Satakore)*	GS-9176		130			
Terry Pratchett's Discworld	T-11302H-50		146			
Tetris Plus	T-5704H-50		131			
Tetris Plus	T-5708G		131			
Tetris Plus	T-5704H		131			
Tetris S	T-20802G		131			
Tetris S *(Satakore)*	T-20804G		131			
Texthoth Ludo ~Arcana Senki~	T-23102G		130			
Texthoth Ludo ~Arcana Senki~ *(Satakore)*	T-23103G		130			
The Conveni ~Ano Machi wo Dokusen seyo~	T-4310G		104			
The Conveni ~Ano Machi wo Dokusen seyo~ *(Satakore)*	T-4319G		104			
The Conveni 2 ~Zenkoku Chain Tenkai da !~	T-4317G		104			
The Crow - City of Angels	T-8124H-50		108			
The Crow - City of Angels	T-8124H-18		108			
The Crow - City of Angels	T-8124H		108			
The Crow ~City of Angels~	T-8123G		108			
The Horde	T-15909H-50		238			
The Horde	T-15909H-09		238			
The Horde	T-15909H-18		238			
The Horde	T-15902G		238			
The Horde	T-15909H		238			
The House of the Dead	191516		239			
The House of the Dead	GS-9173		239			

Title	Model	R	Pg.	C	I	B
The House of the Dead	MK-80318-40 (671-9617E)		239			
The House of the Dead	MK81802-50		239			
The House of the Dead	81802		239			
The House of the Dead *(Satakore)*	GS-9207		239			
The Hyper Golf ~Devil's Course~	T-2301G		170			
The Incredible Hulk - The Pantheon Saga	T-7905H-50		257			
The Incredible Hulk - The Pantheon Saga	T-7905H		257			
The King of Boxing	T-6001G		285			
The King of Fighters '95	MK81088-50		282			
The King of Fighters '95	T-3101G		282			
The King of Fighters '96	T-3108G		283			
The King of Fighters '96 *(Kakuchou Ram Cartridge-tsuki Okaidoku Set!!)*	T-3109G		283			
The King of Fighters '96 + '95 *(Gentei KOF Double Pack)*	T-3110G		239			
The King of Fighters '97	T-3120G		284			
The King of Fighters '97 *(Kakuchou Ram Cartridge-tsuki Okaidoku Set!!)*	T-3121G		284			
The King of Fighters Best Collection	T-3125G		239			
The Legend of Heroes I & II ~Eiyuu Densetsu~	T-37101G		303			
The Legend of Oasis	81302		306			
The Lost World Jurassic Park	191x41		307			
The Lost World Jurassic Park	MK81065-50		307			
The Lost World Jurassic Park	GS-9162		307			
The Lost World Jurassic Park	81065		307			
The Mansion of Hidden Souls	MK81012-05		327			
The Mansion of Hidden Souls	81012		327			
The Psychotron	T-18503G		431			
The Star Bowling	T-21804G		44			
The Star Bowling Vol.2	T-21805G		44			
The Story of Thor 2	MK81302-50		306			
The Tower	T-21601G		132			
The Unsolved ~Hyper Science Adventure~	T-7017G		167			
The Yakyuuken Special	T-21901G		220			
Theme Park	T-5001H-50		134			
Theme Park	T-10605G		134			
Theme Park	T-5001H		134			
Thor ~Seireioukiden~	GS-9053		306			
Three Dirty Dwarves	MK81033-50		132			
Three Dirty Dwarves	GS-9137		132			
Three Dirty Dwarves	14002		132			
Thunder Force Gold Pack 1	T-1807G		136			
Thunder Force Gold Pack 2	T-1808G		136			
Thunder Force V	T-1811G		137			
Thunder Force V *(Satakore)*	T-1814G		137			
Thunder Force V *(Special Pack)*	T-1812G		137			
Thunder Storm & Road Blaster	T-20701G		138			
Thunderhawk 2 Firestorm	T-11501H-18		139			

Title	Model	R	Pg.	C	I	B
Thunderhawk II	T-6006G	●	139			
Thunderstrike 2	191x72		139			
Thunderstrike 2	T-7902H		139			
Tilk ~Aoi Umi kara Kita Shoujo~	T-32508G	●	132			
Tilt!	T-7015H-50		242			
Time Bokan Series Bokan to Ippatsu! Doronboo Kanpekiban	T-20607G	●	138			
Time Commando	T-8129G	●	140			
Time Gal & Ninja Hayate	T-20702G	●	141			
Time Warner Interactive's V.R. Virtua Racing	T-4801H-50		141			
Time Warner Interactive's V.R. Virtua Racing	T-4803G	●	141			
Time Warner Interactive's V.R. Virtua Racing	T-4801H		141			
Titan Wars	T-15911H-50		75			
Titan Wars	T-15903G	●	75			
TNN Motor Sports Hardcore 4X4	T-13703H		227			
Tokimeki Maajan Graffiti ~Toshishita no Tenshi-tachi~	T-20202G	●	142			
Tokimeki Maajan Paradise ~Koi no Tenpai Beat~	T-20201G	●	142			
Tokimeki Memorial ~Forever With You~	T-9504G	●	142			
Tokimeki Memorial ~Forever With You~ *(Special-ban)*	T-9511G	●	142			
Tokimeki Memorial Drama Series Vol.1 ~Nijiiro no Seishun~	T-9522G	●	143			
Tokimeki Memorial Drama Series Vol.2 ~Irodori no Lovesong~	T-9529G	●	143			
Tokimeki Memorial Drama Series Vol.3 ~Tabidachi no Uta~ *(Sotsugyou Kinen Set)*	T-9532G	●	143			
Tokimeki Memorial Selection Fujisaki Shiori	T-9517G	●	144			
Tokimeki Memorial Taisen Pazurudama	T-9512G	●	144			
Tokimeki Memorial Taisen Tokkaedama	T-9524G	●	144			
Tokusou Kidoutai J SWAT	T-20602G	●	152			
Tokyo Shadow	T-1110G	●	152			
Tomb Raider	191x59		148			
Tomb Raider	MK81086-50		148			
Tomb Raider	T-7910H		148			
Tomb Raiders	T-6010G	●	148			
Tomb Raiders *(Satakore)*	T-9113G	●	148			
Top Anglers ~Super Fishing Big Fight 2~	T-18705G	●	152			
Torico	MK81053-50		309			
Touge King the Spirits	T-14401G	●	232			
Touge King the Spirits 2	T-14412G	●	153			
Tour Party ~Sotsugyou Ryokou ni Ikou~	T-10312G	●	153			
Tournament Leader	T-6007G	●	186			
Touryuu Densetsu Elan Doreé	T-38202G	●	153			
Toushinden S	GS-9078	●	154			
Toushinden URA	T-10305G	●	154			
Transport Tycoon	T-15028G	●	155			
Trash It	T-25411H-50		159			
True Pinball	T-16406H-50		158			
True Pinball	T-16406H		158			
Tryrush Deppy	T-21302G	●	154			

Title	Model	R	Pg.	C	I	B
Tsuukai!! Slot Shooting	T-21504G	●	155			
Tunnel B1	T-16414H-50		159			
Tunnel B1	T-8144H		159			
Turfwind '96 ~Take Yutaka Kyousouba Ikusei Game~	T-5707G	●	158			
Tutankhamen no Nazo ~A.N.K.H~	T-35601G	●	160			
Twinkle Star Sprites	T-37301G	●	160			
UEFA Euro 96 England	MK81180-50		162			
Ultimate Mortal Kombat 3	191x43		166			
Ultimate Mortal Kombat 3	T-25403H-50		166			
Ultimate Mortal Kombat 3	T-9701H		166			
Ultraman ~Hikari no Kyojin Densetsu~	T-13308G	●	162			
Ultraman Zukan	T-25501G	●	163			
Ultraman Zukan 2	T-25502G	●	163			
Ultraman Zukan 3	T-25505G	●	163			
Umanari 1 Furlong Gekijou	T-35001G	●	169			
Universal Nuts	T-36202G	●	169			
Uno DX	T-26414G	●	169			
Valora Valley Golf	T-2303H-50		170			
Valora Valley Golf	T-2303 H		170			
Value Set Series ~Nobunaga no Yabou Tenshouki & Nobunaga no Yabou Returns~	T-7635G	●	240			
Value Set Series ~Sangokushi V & Sangokushi Returns~	T-7636G	●	240			
Vampire Hunter ~Darkstalkers' Revenge~	T-1202G	●	375			
Vampire Savior ~The Lord of Vampire~	T-1228G	●	170			
Vampire Savior ~The Lord of Vampire~ *(Kakuchou Ram Cartridge 4MB Fuzoku)*	T-1229G	●	170			
Vandal Hearts ~Ushinawareta Kodai Bunmei~	T-9526G	●	172			
Vatlva	T-31501G	●	173			
Victory Boxing	T-6005H-50		285			
Victory Goal	GS-9002	●	186			
Victory Goal *Worldwide Edition*	GS-9112	●	39			
Virtua Cop	193056		174			
Virtua Cop	MK81015-50		174			
Virtua Cop	GS-9060	●	174			
Virtua Cop	GS-9505J (MK-81015-08)		174			
Virtua Cop	81015		174			
Virtua Cop *(with Stunner Arcade Gun)*	191x31		174			
Virtua Cop *(with Stunner Arcade Gun)*	81026		174			
Virtua Cop *1 - 2 Pack*	GS-9201	●	240			
Virtua Cop 2	193606		175			
Virtua Cop 2	MK81043-50		175			
Virtua Cop 2	GS-9097	●	175			
Virtua Cop 2	GS-9613J (MK-81043-08)		175			
Virtua Cop 2	MK-81043-08		175			

Title	Model	R	Pg.	C	I	B
Virtua Cop 2	81043		175			
Virtua Cop 2 *(with Stunner Arcade Gun)*	81052		175			
Virtua Cop 2 Gentei Virtua Gun Set	GS-9154		175			
Virtua Cop Special Pack	GS-9059		240			
Virtua Cop Special Pack *(Virtua Cop 1 & 2 + The House of the Dead Taikenban)*	GS-9180		240			
Virtua Fighter	191xx7		176			
Virtua Fighter	MK81005-50		176			
Virtua Fighter	GS-9001		176			
Virtua Fighter	81005		176			
Virtua Fighter 2	193066		178			
Virtua Fighter 2	MK81014-50		178			
Virtua Fighter 2	GS-9079		178			
Virtua Fighter 2	GS-9507J (MK-81014-08)		178			
Virtua Fighter 2	81014		178			
Virtua Fighter 2 *(Satakore)*	GS-9146		178			
Virtua Fighter CG Portrait Series Vol.1 Sarah Bryant	GS-9062		182			
Virtua Fighter CG Portrait Series Vol.2 Jacky Bryant	GS-9064		182			
Virtua Fighter CG Portrait Series Vol.3 Akira Yuki	GS-9065		182			
Virtua Fighter CG Portrait Series Vol.4 Pai Chan	GS-9066		181			
Virtua Fighter CG Portrait Series Vol.5 Wolf Hawkfield	GS-9068		183			
Virtua Fighter CG Portrait Series Vol.6 Lau Chan	GS-9069		183			
Virtua Fighter CG Portrait Series Vol.7 Shun Di	GS-9070		183			
Virtua Fighter CG Portrait Series Vol.8 Lion Rafale	GS-9071		184			
Virtua Fighter CG Portrait Series Vol.9 Kage Maru	GS-9067		184			
Virtua Fighter CG Portrait Series Vol.10 Jeffry McWild	GS-9072		184			
Virtua Fighter Kids	191x28		180			
Virtua Fighter Kids	MK81049-50		180			
Virtua Fighter Kids	GS-9098		180			
Virtua Fighter Kids	GS-9609J (MK-81049-08)		180			
Virtua Fighter Kids	81049		180			
Virtua Fighter Remix	191x52		181			
Virtua Fighter Remix	MK81083-50		181			
Virtua Fighter Remix	GS-9039		181			
Virtua Fighter Remix	GS-9503J (MK-81023-08)		181			
Virtua Fighter Remix *(Blue Disc)*	81028		181			
Virtua Fighter Remix *(Purple Disc)*	81023		181			
Virtua Fighter Remix for SegaNet	GS-7103 (610-6342)		181			
Virtua Gun & The House of the Dead	81805		239			
Virtua Gun & Virtua Cop	MK81026-50		174			
Virtua Gun & Virtua Cop 2	0081052-50B		173			
Virtua Navi V. 2.00	T-17809G		232			

Title	Model	R	Pg.	C	I	B
Virtua Photo Studio ~Cameraman Simulation~	T-8103G	●	173			
Virtuacall S	T-19720G	●	173			
Virtuacall S *(Shokai Gentei Sweet Voice Yobikake-kun Doukon)*	T-19718G	●	173			
Virtual Casino	T-27301G	●	188			
Virtual Casino	T-31102H	🇺🇸	188			
Virtual Golf	T-11506H-50	🇪🇺	186			
Virtual Hydlide	MK81380-50	🇪🇺	187			
Virtual Hydlide	GS-9012	●	187			
Virtual Hydlide	T-14401H	🇺🇸	187			
Virtual Kyoutei	T-7101G	●	188			
Virtual Kyoutei 2	T-7104G	●	188			
Virtual Maajan	T-2206G	●	189			
Virtual Open Tennis	T-8129H-50	🇪🇺	189			
Virtual Open Tennis	T-15007G	●	189			
Virtual Open Tennis	T-8129H	🇺🇸	189			
Virtual Volleyball	T-15005G	●	189			
Virtual-On - Cyber Troopers	191x65	🇧🇷	112			
Virtual-On - Cyber Troopers	MK81042-50	🇪🇺	112			
Virtual-On - Cyber Troopers	GS-9612J (MK-81042-08)	🇰🇷	112			
Virtual-On - Cyber Troopers	MK-81042-08	🇰🇷	112			
Virtual-On - Cyber Troopers	81042	🇺🇸	112			
Virtual-On - Cyber Troopers Net Link Edition	81072	🇺🇸	112			
Virus	T-14304G	●	190			
Voice Fantasia S ~Ushinawareta Voice Power~	T-16706G	●	190			
Voice Idol Maniacs ~Pool Bar Story~	T-1312G	●	190			
VR Golf '97	T-12518H	🇺🇸	29			
VR Soccer	T-12517H	🇺🇸	29			
Wachenröder	GS-9183	●	193			
Waialae no Kiseki ~Extra 36 Holes~	T-11402G	●	193			
Waku Waku 7	T-1516G	●	194			
Waku Waku 7 *(Kakuchou Ram Cartridge-tsuki Okaidoku Set)*	T-1515G	●	194			
Waku Waku Monster	T-16608G	●	193			
Waku Waku Puyo Puyo Dungeon	T-6606G	●	195			
Waku Waku Puyo Puyo Dungeon *(Genteiban)*	T-6608G	●	195			
WanChai Connection	GS-9007	●	195			
Wangan Dead Heat	T-9102G	●	233			
Wangan Dead Heat + Real Arrange	T-9103G	●	194			
Wangan Trial Love	T-9110G	●	195			
Wara² Wars ~Gekitou! Daigundan Battle~	T-21507G	●	198			
Warcraft II - The Dark Saga	191366	🇧🇷	196			
Warcraft II - The Dark Saga	T-5023H-50	🇪🇺	196			
Warcraft II - The Dark Saga	T-5023H	🇺🇸	196			
Warcraft II ~The Dark Saga~	T-10623G	●	196			
Welcome House	T-15027G	●	198			
Whizz	T-9514H-50	🇪🇺	198			

Title	Model	R	Pg.	C	I	B
Whizz	T-36102G		198			
Willy Wombat	T-14306G		199			
Wing Arms	191x45		199			
Wing Arms	MK81024-50		199			
Wing Arms	81024		199			
Wing Arms ~Kareinaru Gekitsuiou~	GS-9038		199			
Winning Post	T-7602H		200			
Winning Post 2	T-7612G		200			
Winning Post 2 *(Koei Best Collection)*	T-7666G		200			
Winning Post 2 Final '97	T-7647G		200			
Winning Post 2 Program '96	T-7620G		200			
Winning Post 3	T-7660G		201			
Winning Post 3 Program '98	T-7671G		201			
Winning Post EX	T-7606G		201			
Winter Heat	191x63		205			
Winter Heat	MK81129-50		205			
Winter Heat	GS-9177		205			
Winter Heat	81129		205			
WipEout	T-11301H-50		202			
WipEout	T-18603G		202			
WipEout	81211		202			
WipEout 2097	T-11308H-50		204			
WipEout XL	T-18619G		204			
With You ~Mitsumeteitai~	T-20117G		205			
Wizard's Harmony 2	T-22004G		205			
Wizardry Llylgamyn Saga	T-38601G		206			
Wizardry Nemesis ~The Wizardry Adventure~	T-37001G		208			
Wizardry VI & VII Complete	T-1306G		207			
Wizards Harmony	T-22001G		205			
Wolf Fang SS Kuuga 2001	T-26105G		209			
Wonder 3 Arcade Gears	T-26107G		212			
World Advanced Daisenryaku ~Koutetsu no Senpuu~	GS-9025		257			
World Advanced Daisenryaku ~Sakusen File~	GS-9082		208			
World Cup '98 France ~Road to Win~	GS-9196		209			
World Cup Golf - Professional Edition	T-7903H-50		212			
World Cup Golf - Professional Edition	T-7903H-09		212			
World Cup Golf - Professional Edition	T-7903H-18		212			
World Cup Golf - Professional Edition	T-7903H		212			
World Cup Golf ~In Hyatt Dorado Beach~	T-7301G		212			
World Evolution Soccer	T-2002G		213			
World Heroes Perfect	T-3103G		213			
World League Soccer 98	MK81181-50		213			
World Series Baseball	MK81109-50		214			
World Series Baseball	81109		214			
World Series Baseball '98	MK-81127-08		214			
World Series Baseball '98	81127		214			

Title	Model	R	Pg.	C	I	B
World Series Baseball II	MK81113-50		214			
World Series Baseball II	GS-9120		214			
World Series Baseball II	81113		214			
Worldwide Soccer	191x68		37			
Worldwide Soccer - Sega International Victory Goal Edition	GS-9504J (MK-81105-08)		37			
Worldwide Soccer - Sega International Victory Goal Edition	81105		37			
Worldwide Soccer '98	191316		39			
Worldwide Soccer '98	81123		39			
Worms	193206		216			
Worms	T-16403H-50		216			
Worms	T-22405G		216			
Worms	T-16403H		216			
WWF In Your House	T-8126H-50		215			
WWF In Your House	T-8120G		215			
WWF In Your House	T-8126H		215			
WWF Wrestlemania The Arcade Game	T-8112H-50		215			
WWF Wrestlemania The Arcade Game	T-8112G		215			
WWF Wrestlemania The Arcade Game	T-8112H		215			
X JAPAN Virtual Shock 001	GS-9023		218			
X-Men Children of the Atom	T-8108H-50		218			
X-Men Children of the Atom	T-1203G		218			
X-Men Children of the Atom	T-8108H		218			
X-Men Vs. Street Fighter	T-1227G		219			
X-Men Vs. Street Fighter *(Kakuchou Ram Cartridge 4MB Fuzoku)*	T-1226G		219			
Xian Jian Qi Xia Zhuan	T-37401H-16		219			
Yellow Brick Road	T-8109G		220			
Yoshimoto Maajan Club	T-20403G		221			
Yoshimura Shougi	T-9531G		221			
Yoshiyuki Sadamoto Illustrations	T-35102G		221			
Yumimi Mix Remix	T-4501G		220			
Yuukyuu Gensoukyoku	T-27804G		222			
Yuukyuu Gensoukyoku 2nd Album	T-27807G		222			
Yuukyuu Gensoukyoku ensemble	T-27808G		222			
Yuukyuu Gensoukyoku ensemble 2	T-27809G		223			
Yuukyuu Gensoukyoku Genteiban!!	T-27805G		222			
Yuukyuu Gensoukyoku Hozonban Perpetual Collection	T-27811G		240			
Yuukyuu no Kobako Official Collection	T-27806G		223			
Yuushun Classic Road	T-6009G		223			
Z	T-25412H-50		224			
Zanma Chou Ougi Valhollian	T-38201G		225			
Zap! Snowboarding Trix	T-7502G		225			
Zap! Snowboarding Trix'98	T-7504G		225			
Zen Nihon Pro Wres Featuring Virtua	GS-9158		226			
Zen Nihon Pro Wres Featuring Virtua (Satakore)	GS-9205		226			
Zenkoku Seifuku Bishoujo Grand Prix Find Love	T-34602G		226			

Title	Model	R	Pg.	C	I	B
Zero Divide ~The Final Conflict~	T-31601G	●	226			
Zero4 Champ DooZy-J Type-R	T-21401G	●	227			
Zoku Gussun Oyoyo	T-20604G	●	227			
Zoku Hatsukoi Monogatari ~Shuugaku Ryokou~	T-33005G	●	227			
Zoop	T-26406G	●	228			
Zork Collection	T-21511G	●	239			
Zork I ~The Great Underground Empire~	T-21502G	●	228			